

TOTAL! 1993 Special

■ Super NES
■ Game Boy
■ NES

100% FOR PLAYERS OF £2.95
NINTENDO 1993 Annual

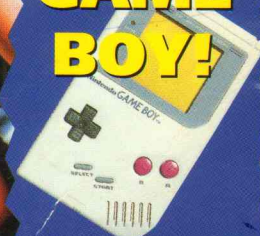
A wholly independent mag 'specially from Future Publishing

**SUPER
NES!**



The very best
of SNES -
reviewed and
rated!

**GAME
BOY!**



The greatest
GB games
ever seen -
and tons of
tips too!

NES!



The classic
NES games!
The essential
NES cheats!

NINTENDO KNOCKOUT!

The very best of Nintendo from
the very best of TOTAL!



TOTAL HEALTH WARNING:
Chris has just finished
reading the TOTAL 1993
Special - and look what
it did to him!

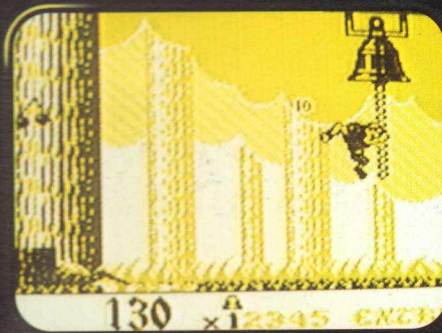
Over 200 tips, cheats and codes to blow
all those games away! **TOTALLY** solved -
Street Fighter 2, SMB3 and Mario Land!



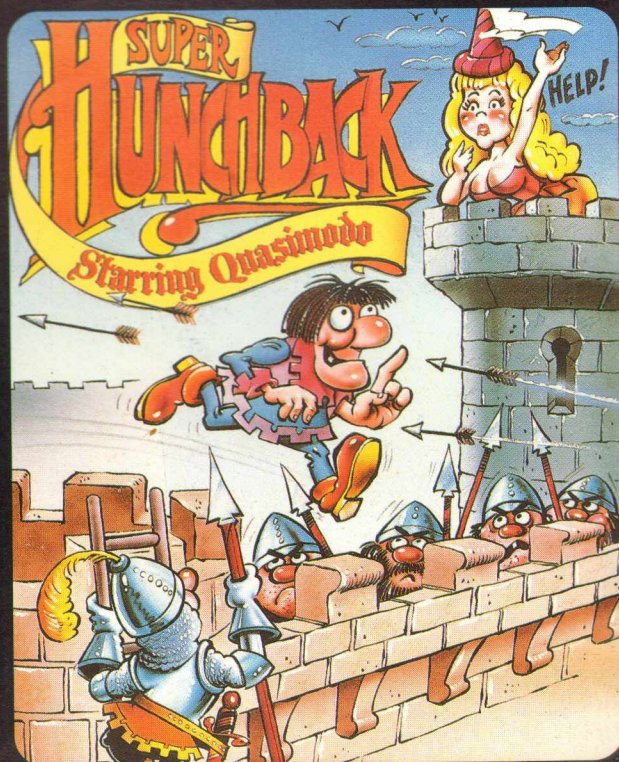
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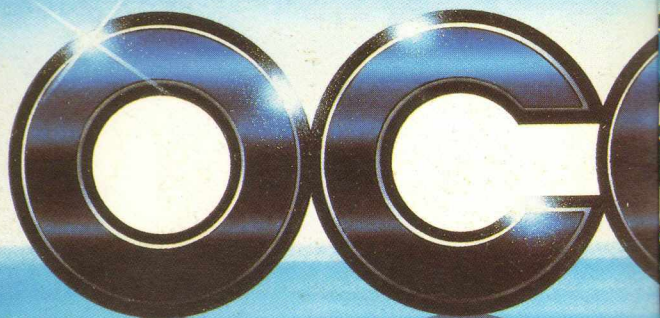
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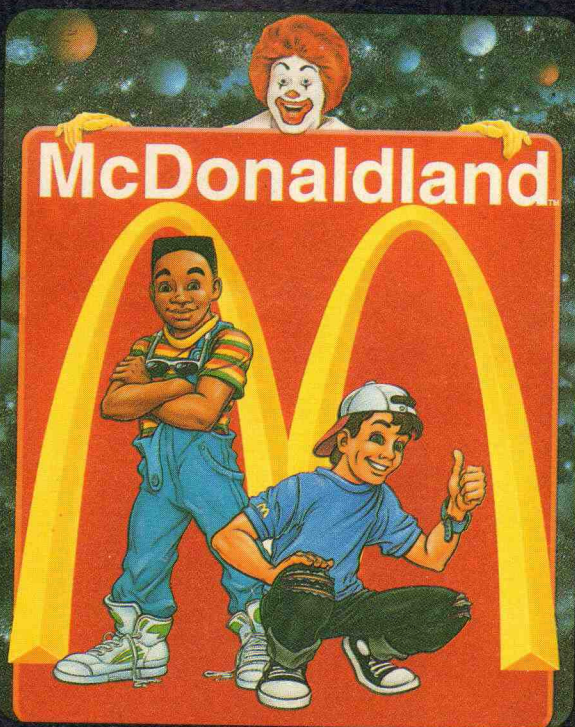
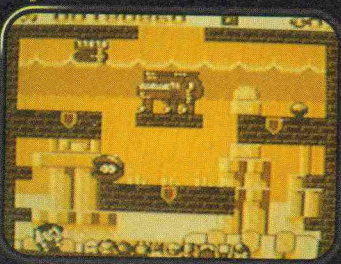


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Imagineer



SUPER NINTENDO
ENTERTAINMENT SYSTEM

TOTAL!

**100% FOR PLAYERS OF
NINTENDO**

■ Super NES
■ Game Boy
■ NES

SPECIAL ISSUE

ABC Jan - June 1992

That's the number of people who buy TOTAL each month!

1993

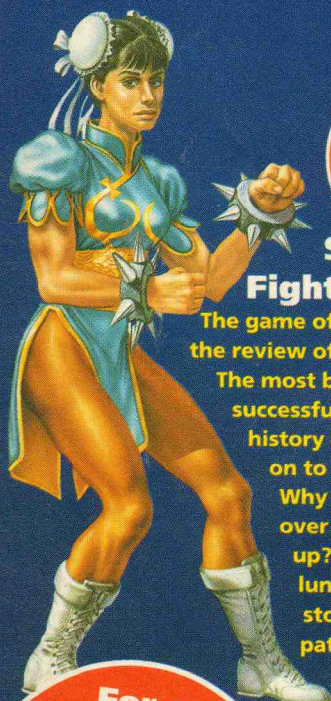
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What are
the best
Nintendo extras
money can buy?
Special 5-page
feature on
page 9

Welcome to TOTAL! Britain's Leading Nintendo mag. If you play Game Boy, NES or SNES, this is the mag for you.

In our first 12 months we reviewed and rated all manner of games, widgets and wot-nots to make your Nintendo whizzier, wilder and more wonderful. We've gathered the cream of this crop - the very best games, the toughest peripherals, the most outrageous cheats - and packed them all into this special collector's edition of TOTAL. This way you get the best of both worlds, the best of both Nintendo and TOTAL, in one rather special issue.

STEVE



60

Street Fighter 2

The game of the year - the review of the year!

The most brutally successful coin-op in history kicks its way on to the SNES!

Why all the fuss over a beat-'em-up? For the full lung-thumping story beat a path to page 60.

For a
full list of
REVIEWS
in this issue
turn to page
17

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News

6

Big names and big games - you'll read about them first on the hottest Nintendo news pages this side of the Galactic Central Point. There's hardware, software and a fair bit of scandalous rumour-mongering for good measure.

Subscribe!

96

It's easier than falling off a shelf! Get TOTAL! delivered to your door and you'll never need to leave the house again - and you get a stonky free gift too!

Mail Order

95

Bargs galore! The best Nintendo extras at the best prices. Can you afford to miss this excellent consumer opportunity? Well, yes, but you'd be daft if you didn't scope out TOTAL's Mail Order pages.

TOTAL Recall

98

Carts cost cold cash so don't take any chances, check out TOTAL Recall, the definitive guide to everything TOTAL's ever reviewed!

Good things always come in threes!

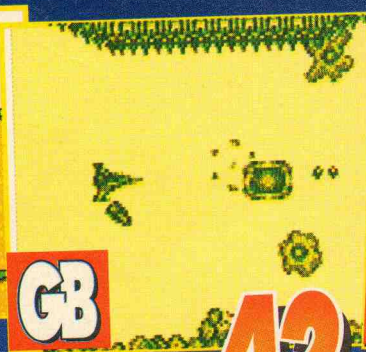
The best consoles, the best games and the best reviews in the world (probably)!



SUPER MARIO WORLD

Is this the best game ever written in the history of ever? Too right! Mario's fourth adventure is his best yet!

56



NEMESIS

You want mega-death, you want mega-action, you want to get yourself Nemesis my son! It's the GB's best blaster!

42



RAINBOW ISLANDS

Hyper-cuteness in Bubble Bobble 2! Bub's back, and he's taking twee over the top!

22

Fast find!

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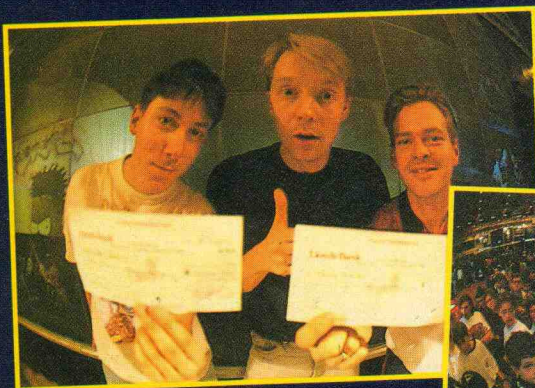
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TOTAL TALK

When it comes to matters Nintendo, TOTAL always knows what's going on. You'll always read it here first!

Future Entertainment!



Allan Brett, the UK's top gamer – and a Nintendo fan! Andy Crane hands over the £10,000 cheque.

For those lucky enough to get to the Future Entertainment Show (FES) at the beginning of November, there was



How many people? The huge crowds made the 1992 FES a hit!

an Aladdin's cave of goodies to see. Nintendo and Bandai, the UK distributors of all their games, were out in force, and what with 30 Street Fighter 2 machines being pounded to death, the excitement was, er, intense. The SNES was the machine and SF2 the game, that everybody was talking about.

Of course, the TOTAL team were present. They were the sad-looking ones with blistered thumbs and tatty clothing, by the way. People could even go up to them, prod or poke them, and in some cases, talk to them.

But no matter how much you may have enjoyed the show, the happiest person there was Allan Brett, a SNES owner, who walked away with a cool £10,000 after winning the first ever National Games Championships.

If you made it to the show and enjoyed it, or didn't make it but wanted to, then keep your eyes peeled for details of the 1993 FES, which will be held at the bigger venue of Olympia next year.

Carts cheap!

Now NES owners have the chance to get their hands on some of the best games ever at knockdown prices. Bandai have decided to re-release 25 'older' titles all for less than £25!

The list of re-released titles include Gauntlet 2, Low G Man, Shadow Warrior, Solar Jetman, Battle of Olympus, Solstice and TMH Turtles. For more info on these games see TOTAL Recall on page 98.

1992 – the year of the Nintendo!

As you look back on dear old 1992, remember that it was the year that TOTAL brought Nintendo to the masses. It soared from no readers at all (just before it was launched) to a magtastic 80,000! That's more people than went to the Future Entertainment Show during its whole four days.

Of course, it's still getting bigger and better, and it's all thanks to you, the Nintendo owner who *knows* what to read and wants the best in reviews, tips and funny bits.

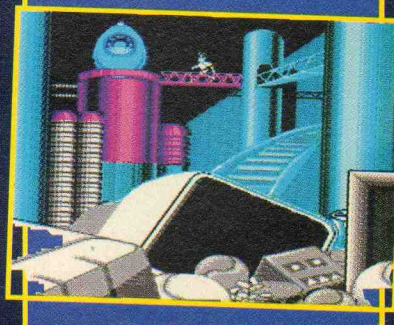
TOTAL's runaway success has even led to a spin-off magazine called Super Play, which deals solely with the SNES.



Total 1. A star is born!

Packed with, er, Super NES stuff, it's a storming good read, and almost challenges TOTAL on the value for money side (*unless you've got a NES or a GameBoy!* -Steve).

So relax and ponder that you're part of a Nintendo craze which is sweeping over Britain like a huge sweeping thing. In 1992 TOTAL bought you all the info on the launch of the SNES, plus meteoric rise in the profile of Game Boy and the NES. In 1993 we'll be there pushing harder than ever, to bring you all the essential info on the latest developments in the Nintendo universe – whatever flavour your machine!



SNIPPETS!

32-bit SNES chip

A new 32-bit graphics chip, the Super FX will be included in selected SNES carts in 1993! Called RISC (Reduced Instruction Set Chip) it can produce smooth 3D graphics, sprite scaling and texture mapping, which can seriously enhance sim's.

Talk to TOTAL!

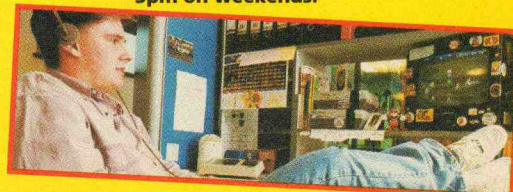
Have you ever wanted to actually speak the Steve, Jim, Vicky or any of us here at TOTAL? No? Well if you do get the urge, you can, for one evening only. On the night of Thursday 17th December (the day TOTAL 13 goes on sale), between 6pm to 9pm, you can phone the team and tell them just what you think of the mag. If you've got any

good ideas for it, or you want to tell us some tips, hints and thangs, the number's 0225 442244.

Stuck?

Don't let a game get the better of you. If you want tips for a Nintendo game then why not give the Nintendo games Counsellors a bell. The 11 man help

squad (that's one of them below) can be contacted on 0703 652222. The phone lines are open from noon to 8pm on weekdays and 10am to 3pm on weekends.



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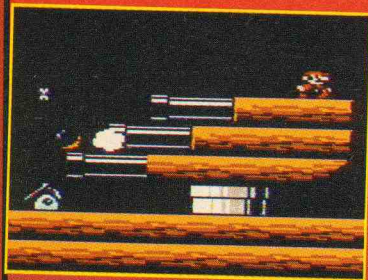
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Here it is, hot off of the press, the official Gallup 1992 Nintendo cart charts! So if you want to know what's really top, then read on...



THE CHARTS



NES

1 Rescue Rangers

The real Chippendales?

TOTAL rating: 81%

2 Super Mario Bros 3

Magical Mario mayhem

TOTAL rating: 98%

3 WWF Challenge

All tights and make up?

TOTAL rating: 37%

4 Donkey Kong Classics

Donkey Kong yes, classics no!

TOTAL rating: 40%

5 World Cup

A neat little one too.

TOTAL rating: Not reviewed

6 Super Mario Bros 2

Leapy, bouncy, mushroom action.

TOTAL rating: 79%

7 Track and Field 2

A joystick killing waggler.

TOTAL rating: 54%

8 TMH Turtles

More Shredders than Splinters.

TOTAL rating: 66%

9 Castlevania

Vamp's for ire!

TOTAL rating: 71%

10 Duck Tales

Well 'ard mallards!

TOTAL rating: 69%

GAME BOY

1 Super Mario Land

Who else could be number one?

TOTAL rating: 94%

2 Terminator 2

And he's back, quite remarkable.

TOTAL rating: 80%

3 The Simpsons - Camp Deadly

The Great Escape, Bart style.

TOTAL rating: 92%

4 Duck Tales

The ducks rake in the bucks.

TOTAL rating: 78%

5 Golf

A perfect round.

TOTAL rating: 92%

6 Bugs Bunny - Crazy Castle

What's up? Try the gameplay.

TOTAL rating: 43%

7 Super Kick Off

There's only one Super Kick Off.

TOTAL rating: 77%

8 Motocross Maniacs

Smartly insane sideways racer.

TOTAL rating: 91%

9 TMH Turtles

The green team are still kicking butt.

TOTAL rating: Not reviewed

10 Chase HQ

Nancy's boys go stir-crazy.

TOTAL rating: Not reviewed

SNES

1 Super WWF Wrestlemania

One ah! Two ah! The win ah!

TOTAL rating: 81%

2 F-Zero

Gut churning race frolics.

TOTAL rating: 93%

3 Super Soccer

Alive and kicking on the SNES.

TOTAL rating: 80%

4 Super Tennis

Tennis made thiiiiis playable!

TOTAL rating: 96%

5 Super Smash TV

Kill people and win a toaster.

TOTAL rating: 93%

6 Super R-Type

Bydo's are R-Type of blaster.

TOTAL rating: 71%

7 Street Fighter 2

Brilliantly good, brilliantly hard!

TOTAL rating: 94%

8 Zelda - Link to the Past

The legend continues.

TOTAL rating: 93%

9 Super Castlevania IV

More vampires than Hammer.

TOTAL rating: 74%

10 Lemmings

(Their) Suicide is far from painless.

TOTAL rating: 81%



Charts produced by Gallup in association with Penguin. © 1992 ELSPA.

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Future
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THE TOTAL! PACKAGE

So, you smart peep, you've got a Nintendo, right? But you want to know how to make the most of those rather spiffy carts, right? But whenever you wander into the shops there are shelves packed with weird and wonderful kit, right? What does it all do? Does it do it well? Will it break after five minutes? What you need is The Total! Package, the definitive round-up of the best peripherals for the best games on the best machines EVER!

SNES

The Super Nintendo Entertainment System (SNES) is the product of everything Nintendo have learned about games and games consoles. It boasts the very latest hardware, packing components specifically designed to unleash your gaming imagination. If you want an coin-op in your living room this is the machine for you.

Everything you need to get the most out of your Super NES can be found inside the box. That's console, joypads, leads and in most cases, (see Packs Fax for details), one of the best two games ever written – either Super Mario World or Street Fighter II.

Less than nine months old in the UK, the peripheral scene for the SNES is currently a little quiet, but in the coming months expect a flood of extras that claim to make games bigger, easier and better to play. Over the next year you can look forward to some outrageous advances in console entertainment with the introduction of mice and all manner of other add-ons. But there are still plenty of excellent extras available right now, so here's a round-up of the cream of the current crop...

PRO ACTION REPLAY

Datel
£50

Doubling as an American and Japanese game adaptor and cheat cartridge, the Pro Action Replay is a real winner. Not only can you play that latest imports but you can cheat on them too!

The Pro Action Replay allows you to 'modify' your games so you get extra lives, more bullets or whatever. It provides a friendly 'front end' that – almost – takes the fear out of playing with hexadecimal and allows you to uncover and program your own cheats.

☆☆☆☆☆



UNIVERSAL ADAPTOR

Datel
£20

Slot a UK cart in the back and the import cart in the top of the adaptor and plug the whole thing into a SNES. Flick the switch to choose between UK and Import and you're off! It works and for £20 is a bit of a bargain for folk who like their imports grey.

☆☆☆☆



WHIZZ KID ADAPTOR

£20

A well-designed adaptor, this one sets the carts up next to each other in a sturdy case which sits on top of the machine. It works well and hasn't fallen over on any of the import games we've tried.

☆☆☆☆



SUPER SCOPE

Nintendo
£50

It's as comfortable to use as it looks – ie, not very! After just a few minutes blasting with this artillery piece of a



lightgun your limbs start to ache. Don't worry about that though – by the time the pain starts you'll be bored with the duff games that this lightgun runs with. Good games could make it worth the effort, but not really worth the money for just a quick blast.

☆☆

XE-1 SFC

Shenkana
£79.99

Expensive, but one of the better Street Fighter 2 sticks. It boasts eight programmable buttons, so you can assign a sequence of events (like Dragon Punch or Fireball) at the press of button. It's well made and good to use, but look at that price!

☆☆☆



QUICKSHOT SUPERCON 2

Quickshot
£13

A soft-feeling joystick, very similar to the Starfighter for the NES. The buttons are a little close together and maybe a little too flush to the surface of the pad so you could find yourself firing by mistake. Still, for the money it's a solid stand-in for the normal controllers.

☆☆☆



PACKS FAX

There are four different SNES packs in the shops, each designed for specific Ninentedeeds:

Super Nintendo 'Solus Set': £109. A SNES and one controller – uhh, that's it!

Super Nintendo Super Mario World Pack: £129. A replacement for the familiar SNES pack, it comes with a SNES, one controller and Super Mario Brothers 4, the best game EVER.

Super Nintendo StreetFighter 2 Pack: £159. A SNES, a controller (only one!) and the supertificially fabtabulous Street Fighter 2

Super Nintendo Super Scope Pack: £159. This is the biggie, but not the besty. Along with the SNES and controller comes the Super Scope light gun and six rather average games.

NES

The NES, Nintendo Entertainment System, has changed the face of the electronic gaming. This rugged grey beast is the platform for the best games ever written, and all you need add is a TV and power socket!

Everything you need for your NES (except a plug, so remember to buy one at the shop!) can be found inside the box. Precisely what you find under the lid depends on which of the various 'bundles' you buy. If you want to start blasting stuff with a light gun as well as the joypads, then get the Action Set. If you've a horde of brothers/sisters/mates then why not check out the Super Set which comes with a four way adaptor and four pads.

What makes the Nintendo Entertainment System the one to own, though, is the incredible range of games available, and, in particular a certain Mario person, the most famous game character ever to grace a TV. Super Mario Bros 3 is, quite deservedly, one of the world's best-selling games and it's only available on the NES!

The popularity of the machine means that there are hordes of other titles available now and masses more under construction. Of course, if you want to know which ones to splosh your dosh on, then check out Total! every month. We know that you're spending between £20-£40 on each cart so we test each game until it breaks - or it breaks us.

Your NES is a fundamental piece of gaming technology that's been designed for the die-hard player. All manner of peripherals - four-way adaptors, cheat carts and light guns - are on offer to pep up your system but not all of them can deliver the gaming goods. If you want to know what's hot and what's not, check out our guide to the classiest add-ons available. Some of them may be a little pricey, but they are the quality extras that do their job - and do it efficiently, don't they, Andrew?

QUICKSHOT STARFIGHTER 2W

Spectra Video
£9.99

A smart-looking pad is young 'Fighter, it has to be admitted. The Fire buttons can be a little awkward to use with just your thumb, but who cares? This is the 'stick to be seen with! You can't really beat good looks, good control and a good price, can you?

☆☆☆☆

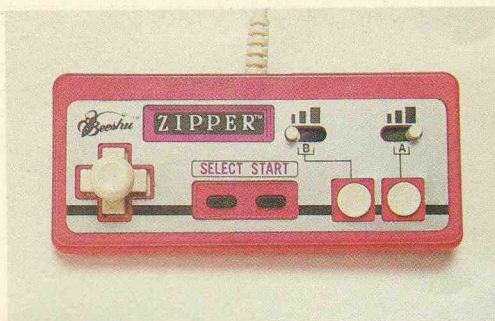


BEEESHU ZIPPER

Beeshu
£19.95

Yeeuch! Looks horrible but works brilliantly, that's the Zipper. Let them laugh at your pad while you whup their butt using its pixel perfect thumb-stick control and crisp Fire button response. Everything works well, including the two-speed autofire and the only thing that lets it down is the look - the joypad equivalent of those wretched My Little Ponies!

☆☆☆☆



ACCLAIM DOUBLE PLAYER WIRELESS SYSTEM

Acclaim
£48.49

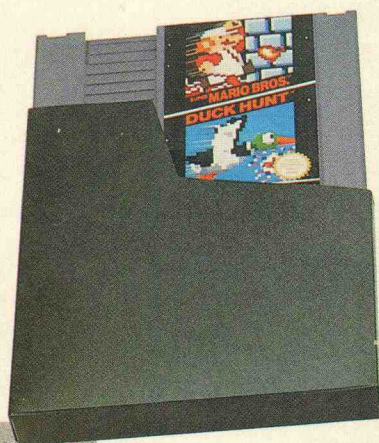
This system works on infra-red (like your TV remote) and not your old fashioned wire nonsense, so you can sit and play 'spaghetti free' games from anywhere in the room. Yet as these pads can't draw their power from your NES they do need four AA batteries a piece.

Their good looks give the whole system a techie look, while the good design means that they are comfortable to use. And even though they use infra-

red, they move your man/ship/cursor smoothly. The downside of the system is the old 'batteries not included' routine and that games occasionally pause - when the pads are out of line with the receiver it seems. The buttons feel a tinsy bit spongy, but they're easy to use and work well, so what's the problem?

The whole unit is a bit pricey because all it really offers is mobility and a set of two smart controllers. But they are dead flash and will definitely impress friends.

☆☆☆☆



KONIX SPEEDKING

Konix

£12.25

Well weird, the two side-mounted Fire buttons and hand-held design make this stick an 'individual'. Despite its odd appearance this one's comfy in your hand and survives even the most serious pastings. The touch sensitive buttons are tough to find under pressure and need a couple of stabs to find; but its short travel gives you a definite edge – if you aren't left handed.

☆☆☆☆



FOUR SCORE ADAPTOR

Nintendo

£30

Games like Super Off Road and Gauntlet II can be played simultaneously by four, yes count 'em, four folks! This whizzy little adaptor lets you use four joypads at the same time, in any game designed for this system. Exceptional fun! And in the NES Super set, the Adaptor and four joypads are in the box.

☆☆☆☆



ZAPPER

Nintendo

£30

You plug this lightgun in instead of a joypad, then you point this baby at the screen and pull the trigger to waste your enemies. It needs specially written games – like To The Earth – but can be a real blast. The current crop of Zapper compatible titles isn't that strong, though.

☆☆☆



MIRACLE PIANO

Mindscape

£260

A piano tutor that lives in your NES and never loses patience! Best for folks with at least a slight understanding of music, it cleverly mixes up games and tutorials to teach you how to tickle the ivories. It's a bit expensive but will even have your mum queuing up to have a go!

☆☆☆☆



NES ADVANTAGE

Nintendo £38.49

This one looks well jolly with its huge red buttons and industrial-style casing. There's a wide range of buttons and dials but the 'stick' itself is a little unresponsive.

☆☆☆



GAME GENIE

Hornby/Code Masters

£40

Wanna cheat? Wanna cheat that's not just using a joypad pressing routine or taking what the programmers offer? Wanna device that can deliver those extra powers that you want? That's what the Game Genie offers the astute NES owner. You plug the Genie into your NES and then carts into it. Using codes that you type in, it offers you infinite lives, peps up your powers and even awards you extra points! It comes

complete with a bookfull of codes for the most popular NES games in town (Sidcup),

while for new titles all you have to do is scan the Tactix pages of Total! as we print all the latest codes every month. It's the biz and no serious games-head should be without one!

☆☆☆☆



THE GAMEKEY

Horelec

£25

Want to play some of the latest US import carts on your trusty UK NES? Then get a Gamekey! This adaptor slots into your machine allowing you to take on over 300 US cartridges. It looks like an instrument of torture, but you can't hold that against a good adaptor.

☆☆☆



GAME BOY

There are three flavours of Nintendo – Game Boy, NES and Super NES. Of these the Game Boy is king of the road. It's a completely self-contained console (screen, power supply and joypad) so you can play your Game Boy anywhere – on the train, on the bus, in the car and even at the back of class or boring meetings if you're real sneaky!

The Game Boy is the baby of the Nintendo family and we don't mean that in any derogatory sense – it's just the smallest. But don't judge a games machine by its volume, it's a potent source of fun for hours, nay days, on end. All you need is a set of batteries and you're off; carry it and play wherever and whenever you want!

So why all the hype?

Why is the Game Boy the most successful handheld gaming machine ever? Because it does the biz, that's why! Your Game Boy offers you some outrageously good games and you don't have to play them alone – up to three mates can join you in a game any time you want. For the very best of the very best check out the game reviews section where we reveal our top Game Boy titles, each an essential for the dedicated hand-held gamer.

The GB's success mean that countless companies have invented gadgets that claim to enhance play. In our first twelve months we've done some serious testing on them all, so look no further for the definitive guide to Game Boy extras. They've all been subjected to strenuous longterm testing and the ones that survived can be found here...

IMP ADAPTOR

Imp
£10

Uhh, it's a mains adaptor! It plugs into the mains and means that you don't need batteries.

☆☆☆☆



NUBY GAME PAK CARRY CASE

NUBY
£10

They say that it carries a dozen game paks on the box – but this is a fib! We managed to squeeze 13 in easily! This little bag is the ideal thing to keep your games neat and tidy when you're on a multi-title journey.

☆☆☆☆



VIC TOKAI LIGHT BOY

Vic Tokai £15

Smart, smooth and solid, that's yer Light Boy. It clips on to the screen to provide a well lit, magnified displayed. It's also got a smart little stand that makes table-top play a dream. If you want a magnifier then give this one a good look.

☆☆☆☆



NUBY GAME LIGHT PLUS

NUBY
£16

A true widget, this looks just a James Bond extra – but since when has that been a bad thing! It clips on to the top of your Game Boy and folds out in front of the screen. It lights the screen well and there's little picture distortion even though the magnifier is tiny. The one downer is that it takes as many batteries as the Game Boy!

☆☆☆☆



NUBY PLAY AND CARRY CASE

NUBY

£10

This smart black pouch helps to keep your Game Boy safe and clean. It offers the double benefits of protecting your fave handheld games machine against knocks and scratches as well as making it look rather dashing. You can't really say much more than that! If you use your 'Boy heavily, though, this kind of case is kind of essential.

☆☆☆☆



NUBY AC ADAPTOR

NUBY

£10

A mains AC adaptor. Plug it in and you're off. No more no less. Does the biz and has a longish lead so you don't have to sit right next to the socket. That's what it does and it does what it does well. And as with any power adaptor, it'll pay for itself in hours.

☆☆☆☆



RECHARGEABLE BATTERY PACK/AC ADAPTOR

Nintendo

£20

The ideal partner for your portable chum. It provides up to 10 hours of charge for an incredibly long journey, but also doubles as a mains adaptor so it's twice as useful. Very nearly a Game Boy essential.

☆☆☆☆



KONAMI HYPERBOY

Konami

£40

Packing a stereo amplifier, screen light and proper joystick, all you have to do is pop your Game Boy in the back. There's no mains adaptor and a little distortion on the big screen, but it sounds good and looks great (and packs a really smart name). £40 is a tad steep though – that's almost two carts!

☆☆☆☆



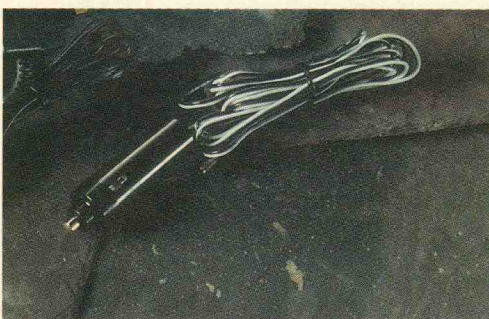
NUBY CAR ADAPTOR

NUBY

£8

Ideal for long car journeys. Just slap the lead into the cigar lighter of the car. The lead's long enough to reach the back seat and removes the need for batteries on long treks. It's only of use when you're in the car – and you can't be the one doing the driving! – but it's a good add-on.

☆☆☆



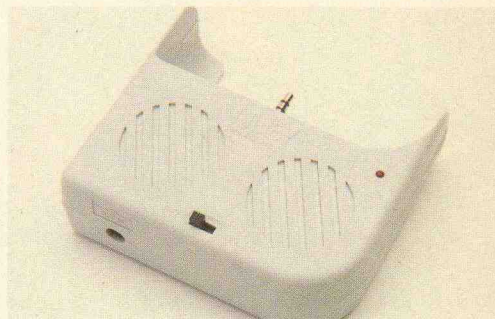
NUBY GAME BOY AMPLIFIER

NUBY

£12

Bring the noise! If you want stronger sounds from your GB just plug this one on the bottom of your GB and whack the volume up. Don't push it too far up the scale, though, as some of the tunes sound a bit odd, but there is the added bonus that the amplifier makes the Game Boy more comfortable to hold. It's also great for annoying whole train-loads of people!

☆☆☆☆



FOUR-WAY PLAY ADAPTOR

£30 (with F-1 Race)

Now you and three mates can plug into the latest four-player games like F-1 Race and RC Pro-Am. Superb fun! If you've got a Game Boy you've really got to give it a shot.

☆☆☆☆



CONTACTS

Or, who, where and how to get your paws on all this rather spiffy Nintendo kit.

NUBY, Beeshu, Game Genie, Quickshot and all Nintendo – NES Sticks, Zapper, Light Boy and Super Scope – are all available at Toys'r'Us Stores all over the place.

For Action Replay and Universal Adaptor contact Datel Electronics, Govan Rd, Fenton Industrial Estate, Fenton, Stoke-on-Trent, ST4 2RS ☎ 0782 744707

For Hyperboy contact Console Plus ☎ 0532 500445

Whizz Kid Adaptor ☎ 0689 891000

GameKey ☎ 081 534 6087

Spellbound ☎ 0533 340360

Konix Unit 35, Rassau Industrial Estate, Ebbw Vale, Gwent, Wales, NP3 5SD ☎ 0495 350101

MACRO MACHINES!



Win a horde of Micro Machines!

These well whizzy miniature cars were the inspiration for Codemasters' perfectly stunning race game and now you could win literally crateloads of the little wheeled darlings. That's 100 different models including the Military Division, Monster Tredz, Super Sparklers, Spring & Steer and Space Deluxe! On top of this comes a Team America Race shirt (as worn by 'top' American bike race hero Rick Tripodi) and a copy of the rather gorgeous Micro Machines NES game itself. Five runners up can nab a Team America shirt and game, five more will each get a spanky new Micro Machine cart.

To win these spiff' goodies just answer these two, rather easy questions:

1) In which issue of TOTAL was the rather smart-tastic Micro

Machines reviewed?
(Clue - the answer's in this issue.)

2) Then, take a guess as to how many pages of TOTAL there were in total from issues 1-12 inclusive. (Clue - it's over 1000!).

Jot your answers on a post-card, note down your name and address and bung it in the post to: TOTAL Micro Machines Compo (1993 Special), P.O. Box 10, Sunderland SR4 6SN before the 31/1/93.

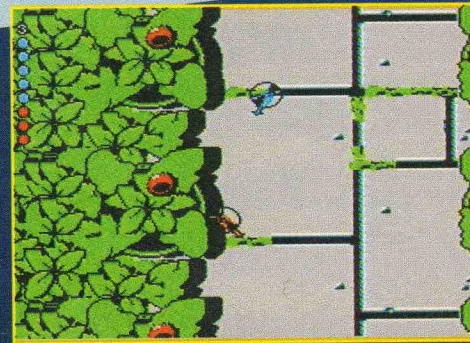
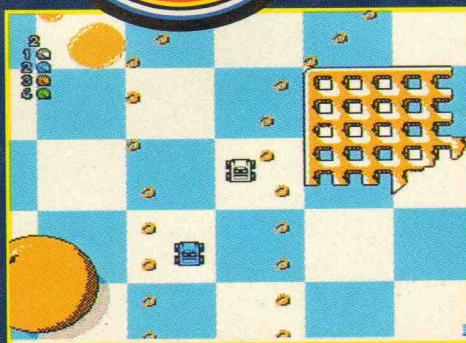
If you do not wish to receive details of special offers from TOTAL and other information from other companies, please put a cross ('X') in the bottom right-hand corner of your entry. If you are a subscriber, please write 'S' in the left hand corner.

WIN!
a complete set
of Micro
Machines
cars!



THE GAME!

Micro Machines is a scream! Based on the toy motors, it lets you get down to some devilishly vicious racing, against a friend or your NES, over some of the most ridiculous courses ever seen in any race game. Fancy trundling tanks around the room? Or racing roadsters around the breakfast table? Or what about helicopters in the hedgerow? If it all sounds silly, erm, that's because it is! But daftness aside, it also packs some of the best gaming ever seen on your NES - and as it works with the Codies Plug Thru Adaptor it has some NES visuals as well. For more info see the full review on page 28, it's schmart!



NEW! Only £29.99

NEW! Only £29.99

“BRILLIANT!”
The Sun

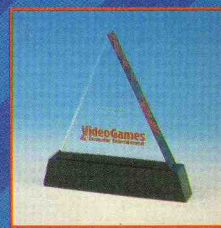
- SUPER FAST SPEED
- SUPER SMOOTH GRAPHICS
- THE ULTIMATE RACING CAR GAME!



Racing miniature boats, cars and choppers over sand-pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards and into snooker pockets - simply brilliant!

N-Force

“Action Game of the Year, 1991”
VG&CE, USA



TOTAL! 92%

“The best racing game I've played on the N.E.S.”

Total!

“Absolutely amazing”
Total!



“N.E.S. owners would be mad to miss this”
Mean Machines



“It's going to sell out fast. Grab it while it's hot!!”
Game Zone

93%
Mean Machines

“The best N.E.S. racer to date”
The Sun

“Superb playability”
Mean Machines

“A gem”
CVG



CHALLENGE!



8 BALL ACTION



SANDBUGGY RACING

PLUG THRU™

This game uses the Codemasters Plug-Thru system. Requires game disk and one regular game cartridge for use.



CODEMASTERS

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FOR THE 8 BIT ENTERTAINMENT SYSTEM MANUFACTURED/MARKETED FOR AND ON BEHALF OF NINTENDO Co., LIMITED OF JAPAN
This cartridge is not manufactured distributed or endorsed by Nintendo Co. Limited.

Got a Nintendo? Then get this!

TOTAL!

**100% FOR PLAYERS OF
NINTENDO**

- Super NES
- Game Boy
- NES

A very independent
mag from (ta-daaaah!)
Future Publishing

**Super
Mario
Land 2**
page 86!



£1.95
December 1992
Issue 12

Look out, Andy, here's
another one! Let's use
The Force to make them
buy a copy! Ready...
Hnnngghghghgh!

**SUPER
NES!**



**Bart's
Nightmare!**
Actraiser,

We take a look at
Super Mario Land 2!
Has Mario's bubble
burst? (Well I flippin'
wish mine would)



**Bomb
Gradus
Bart 2,
Ultima -
Runes Of
Virtue
NES!**

THE FORCE IS WITH US!

Issue
12 on sale
now with
free poster
& address
book!

And we've got all the
exclusives on Star
Wars and The Empire
Strikes Back! Quick,
take a Luke! (Groan)



...N...
t and Best Nintendo mag in Britain!

REVIEWS

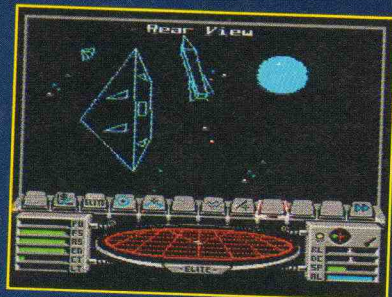
NES

GAME BOY

SUPER NES

18 Super Mario Bros.3 How well has this NES classic stood the test of time? Uhh, brilliantly that's how!

22 Elite There's Thargoids on the starboard bow! Get right on it Commander!



24 Rainbow Islands Lunch threateningly cute platform action with Bub and Bob. It's twee time!

26 Solar Jetman The Golden Warships' been nicked! Can SJ save the day? (*Why me? Why me? - Steve ?*)

28 Micro Machines Improbable racing pranks with Choppers in the classroom and hovercraft in the hedgerow!

30 Solstice Fiendish 3D romp with more traps than, erm, a very trappy place.

32 Snake Rattle And Roll An everyday tale of nibbles, pibbles and tails (!?!).

34 Boulder Dash Dig gems for fun and profit.

36 Star Wars "Excellent Commander" Dorthy V, once said. And he was right!

36 Blades Of Steel More than a sport there's face punching as well!

37 Castlevania 3 Vampire killing chop-'em-up in the great Belmont tradition.

18

38 Super Mario Land A cunning mix of leaping, shooting and block butting!

41 Q*Bert Leapy, jumpy, puzzley sort of arcadey things in isometric 3D.

42 Nemesis A classic sideways scroller with lashings of laser death.

44 Faceball 2000 Track your friends down in a maze, and then shoot them!

46 Tennis Well, it's like tennis you see...

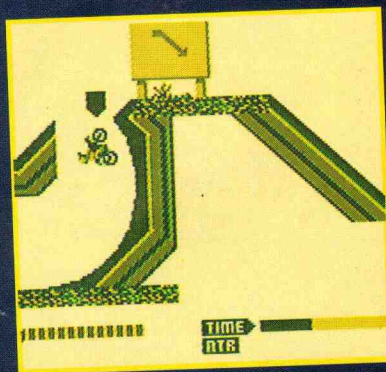
48 Bart Escape From Camp Deadly Young Yellow-head does his infamous Colditz routine.

50 Bill "n" Ted Party on with film's dudes in this most excellent adventure.

51 Turtles Fall Of The Foot Clan Neat amphibian fight fun against evil chiropodists (or something)!

52 Motocross Maniacs Lots of exceptionally dangerous (and very silly) motorcycle japery.

54 Doctor Franken Visit spook central in the guise of Frankenstein's monster! Then find the girl of your dreams and then sew her back together!



38

56 Super Mario World That Mario chappie does it again (hurrah!). Is it the best game ever written?

60 Streetfighter II You looking at my pages pal? Come and have a go if you think you're hard enough!

64 Super Tennis A net leapingly good tennis sim that's sooo playable.

66 Super Smash TV Total carnage with the gameshow coin op'. It's just like Gladiators isn't - shame.

68 F-Zero Mode 7 hits the gas. THE racing game for SNES hits high gear.

70 Axelay Amaze your family, astound your friends and kill thousands of slimy alien thingies!



72 Parodius A tongue in cheek cute-'em-up where you battle ferocious penguins. They cannot be serious? Oh, I see, they can!

73 Krusty's Fun House Irrepressible funster of sad old clown? Has Krusty the Clown got what it takes to be Bart's hero?

74 Super Soccer Yell things at your SNES, expressing your belief that the referee is a complete and utter fool! It's just like the real thing - oh, and there's football too!

56

And this is only the beginning!

Here's a map of Grass Land (world number one), with pictures of all the things you're likely to meet. There are nine action scenes to complete plus lots of bonus screens. Let's take a scenic tour of this slice of Mushroom World...

1 A sideways one-armed bandit bonus screen where you line up the reels to earn goodies. Mushrooms mean extra Marios

2 Action scene 1. Nice and simple to get you into the swing of things

3 Action scene 2. A bit more grassy than the first one - and more dangerous too

4 Action scene 3. Looks like scene 1. Watch out for the sky-high bonus bit

5 Koopa flying ship. You have to wend your way through cannonballs a-plenty to reach and destroy Bowser's pesky kid

6 Toad's House. Open one of the three chests and whatever's inside is yours. You can get all sorts of useful power-ups here

7 Action scene 4. You're in mid-air here, so fall off a platform and it's doom city

8 The king's palace. Poor old kingy's feeling a bit ruff (and by the way he's scratching, he might have fleas, too)

9 Hey Hammer! Yep, that hammer-throwing turtle is back to block your way

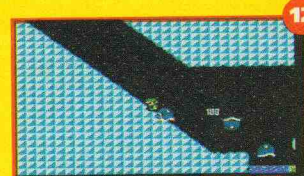
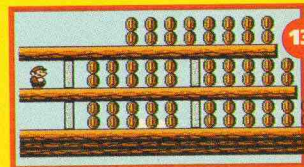
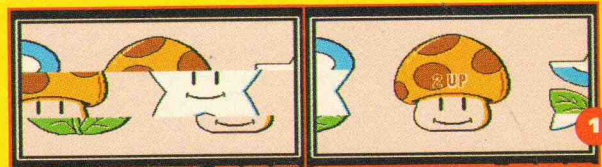
10 Action scene 6. Moving platforms and weeny walkways make this a toughie!

11 Every 80,000 points this bonus screen appears. Pair up cards by remembering where they are. You win what they show

12 Action scene 5. Slippery, slidey, icy and underground. Another hidden bonus bit

13 Occasionally a phantom ship appears. Just climb on board for mega amounts of gold coins!

14 Boom-Boom's fortress. Bop him three times and Bowser's buddy will be beat!



SUPER MARIO BROS. 3



Here, at last, is the sequel to the sequel to the biggest-selling game of all time. Super Mario Bros. appeared way back in 1985 and sold around 40 million copies. With such massive success under his belt, Mario went on to star in Mario Bros 2. This sold the odd game pak or two (million), and paved the way for SMB3 - which is easily the best of the bunch (so far).

The dreaded Koopa King Bowser and his equally dreaded family are up to no good again. Bowser has sent his seven Koopa kids to each of

the seven lands in Mushroom World. They've stolen the magic wands from the king of each land and changed the poor rulers into animals! As you can imagine, the royalty of Mushroom World aren't

For NES (1-2 players)

From Nintendo

Price £40

too chuffed at having extra legs and fur. But who can help? Who would be crazy enough to want to face all eight of the Koopa clan? Yep, it looks like another job for the Super Mario Brothers!



Here's our hero, looking decidedly un-hero like (and just a teensy bit teensy). What Mario needs is a good feed-up!



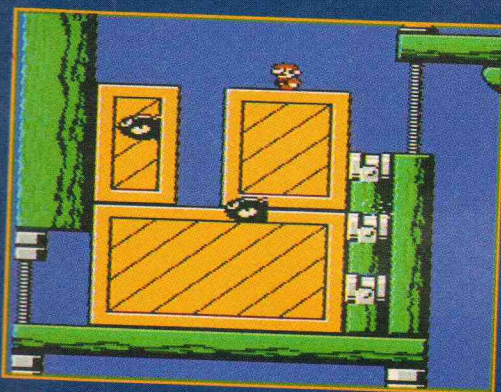
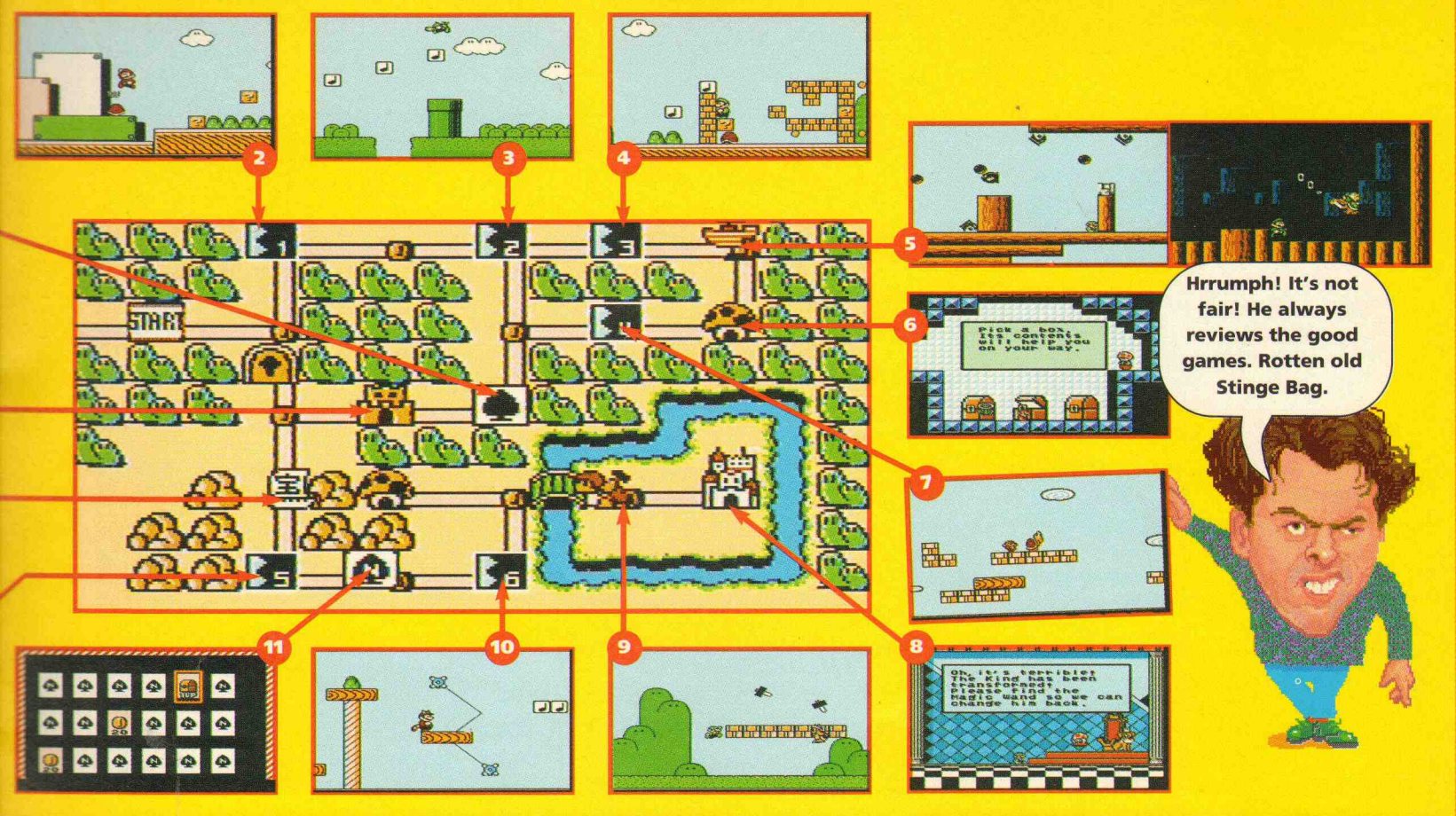
This should do the job! catch a Magic Mushroom and Mario turns into Super Mario! Now he can smash blocks with his head.



Then again, why stop there? Stomp on a flower and Super Mario turns Super Fiery. His lethal fireballs come in handy!

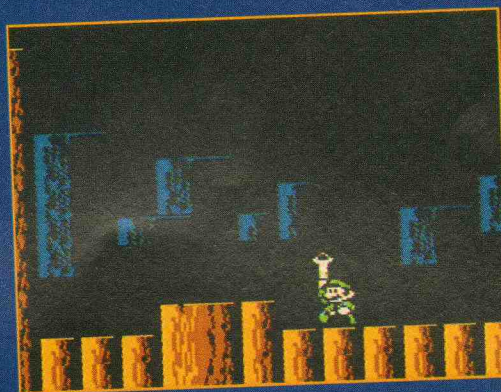


And if that sounds too hot, catch the Magic Leaf to change Super Mario into Raccoon Mario. Cute suit, but a killer tail!



At the end of each land Mario climbs on board the Koopa kid's airship, ready for the big battle against Bowser's 'orrible offspring. Quick! Hurry to the next piccy...

Now I know it's a slim possibility but there just might be someone out there who doesn't actually know what this Super Mario business is all about. So here's the low-down: Mario and Luigi are small Italian plumbers with a taste for danger (and mushrooms). Their Koopa-clobbering quest is split into lots of scrolling levels (which means that the landscape moves across the screen, while Mario or Luigi stay more or less in the middle). To finish

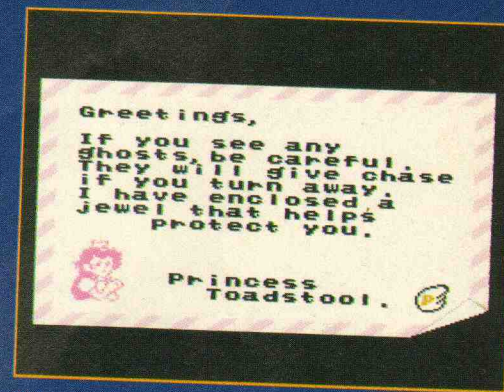


... Sorry, too slow. You missed all the action – Koopa's been bopped into oblivion. With the wand safely in Mario's hands, the king can be turned back into a hooman bean.

the level, all they need to do is reach the other end. But in between they have to contend with all manner of enemies, traps and puzzles.

Most of the nasties can be defeated by jumping on their heads, but a lot more – like the missile-spitting Venus Fire Trap, for instance – just have to be avoided.

Mario (like Luigi) has a few strange habits which help him on his quest, one of which is platform head-butting. Many platforms release bonuses when Mario gives 'em a good nutting. If Mario can collect the goodies before they whizz off screen he gains all sorts of abilities. He can become invincible, gain power to hurl fireballs and change his size and, erm, super costume.



Princess Toadstool is so grateful for Mario's acts of bravery that she gives him a special gift for the next land. They can only be used once, so don't be too hasty!

For example, the Super Mushroom changes Mario into Super Mario where he doubles in size and can smash blocks with his head. The Fire Flower turns him into Fire Mario allowing him to hurl fireballs. But weirdest of all is the Super Leaf which signals the entrance of Raccoon Mario, where Mario sprouts furry ears and a big stripy tail!

Unlike previous Mario adventures, SMB3 has a map of each land where you can choose which scene to play (sort of). If you're good enough, you can actually defeat Bowser's meddling kid and complete a land without finishing every action scene. This is a wonderful feature and really makes the

TOTAL! TEK-SPEX

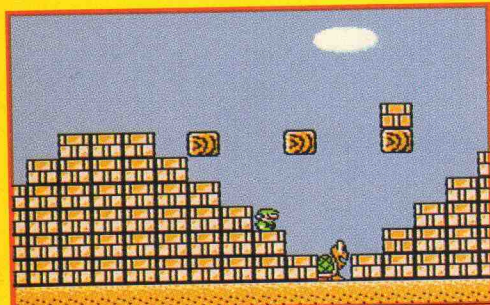
Game	Super Mario Bros 3
Levels	8 worlds
Difficulty	Easy, medium or hard
Continues	3 continues
Release date	Out now

PLUMBERS!
Take your pick! Playability, sound effects, animation, variety, hidden secrets, sub-games, two-player option, massive mission – it's total, man!

Smash "n" grab

There are lots of ways to earn power-ups and extra lives. Metally-looking blocks often hide bonuses, and end-of-level goals also cough up the goodies!

TOTAL!
TACTIX



Wait until a Koopa turtle gets near some of the shiny, breakable blocks...

At the end of every action scene, Mario can pick up a card by head-butting the goal. There are three types of card: Mushroom, Flower and Star cards.

A full set of three cards is swapped for extra lives. If Mario has three cards of different types he gets a single 1up. Three Mushrooms earns him a 2up; three Flowers gets a 3up; and three Stars means a whopping great five lives! To guarantee getting a Star card every time in Grass Land (world number one), just make sure Mario is running towards the goal at full speed!



... Run and jump on him. You may have to kick or jump onto the shell to get it going...



... So be careful to get out of the way, while it smashes through the blocks!



Hold down button B and run like crazy! Nut the goal and Mario should get a star!



Do it three times on the trot and Mario is rewarded with five lives! Useful, huh?

game nice to play. If you get stuck, at least sometimes you have a choice of scenes to take a bash at.

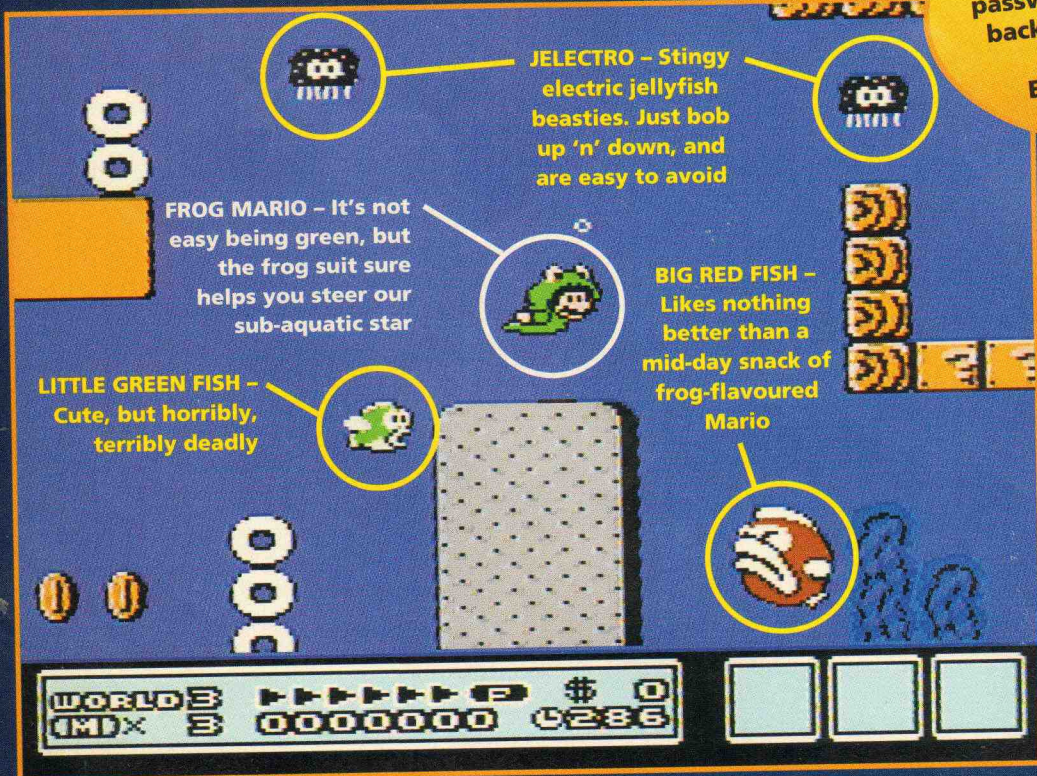
In each land, as well as the scrolly action scenes, there are other places to visit. You must negotiate the mini-fortresses guarded by Boom-Boom and can visit Toad's House for a free gift. Then you'll

have to pop in on the poor animal-monarch – but first you'll need to confront the Hammer Brothers who block the route to the king's castle! You can even play the original Mario Bros. which appears as a bonus level! Each location is different to do, there's loads of variety.

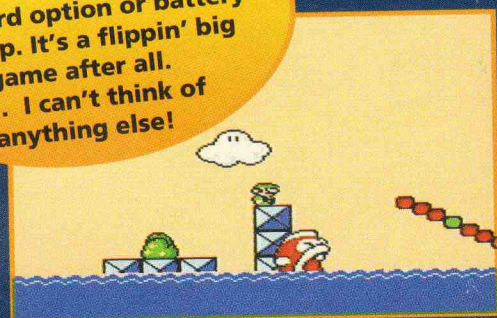
Another smart feature is the two-player game.

With both Mario and Luigi on the case you get to play alternate action scenes, and can take it in turns to have a go

KOOPAS
It's a shame that there's no password option or battery back-up. It's a flippin' big game after all. Er... I can't think of anything else!



In Water Land (world three) Mario faces all manner of watery hazards, both above and below the waves. Mario can hold his breath for ages, but his swimming skills aren't that brilliant. Faced with a deep-sea scene like this, it's best to don the Frog Suit which is found at Toad's House.



This is too much hot water, even for a plumber! If that rotten great red fish doesn't swallow Luigi up, the rotatey platform can whizz him round and drop him in the drink!

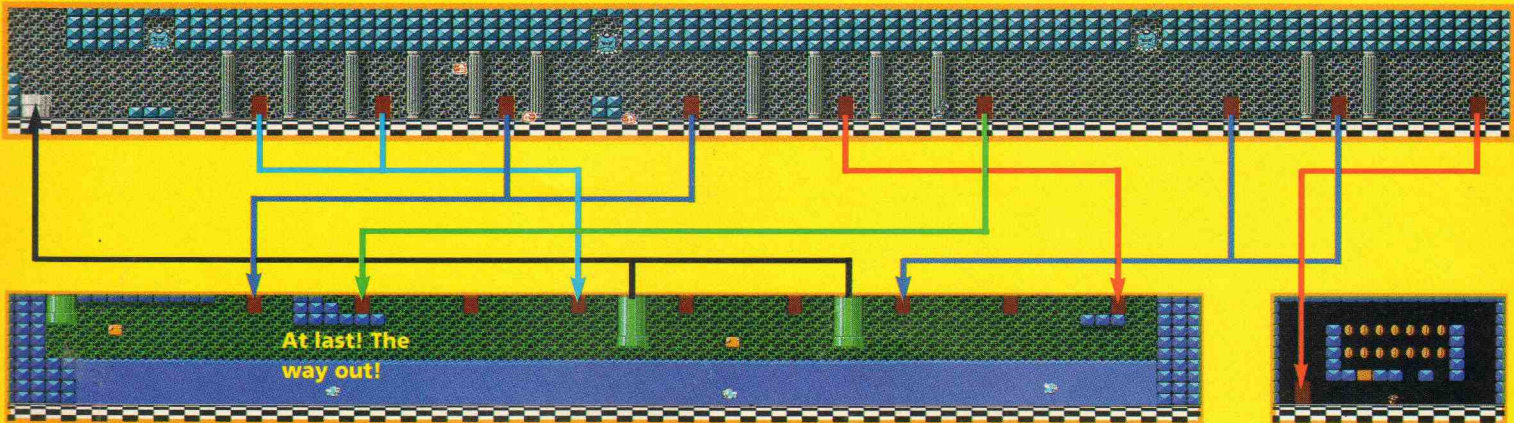
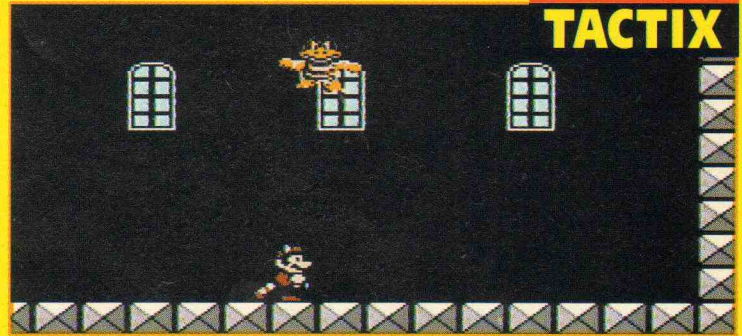


Luigi comes face-to-petal with the dreaded Lava Lotus. This undersea shrubbery spits out life-losing lumps of lava, so 'leaf' it alone.

Don't make a splash

After much playing, dying, running out of time, screaming and playing again, here's the solution to the first Mini-Fortress in Water Land (world number three). When you enter the corridor (top strip) you are confronted by 'Boo' Diddly ghosts, Dry Bones zombie turtles, Thwomp the falling head and nine mysterious doorways.

Enter a doorway, and there's a good chance you'll plop into the water on the other side of the wall (bottom strip). To save you getting horribly confused, the coloured lines show where each doorway takes you. Blue lines end up in the drink, red lines take you to a bonus and the green line takes you to Boom-Boom who you must then defeat. The black lines show how the green pipes take you back to the start of the first corridor.



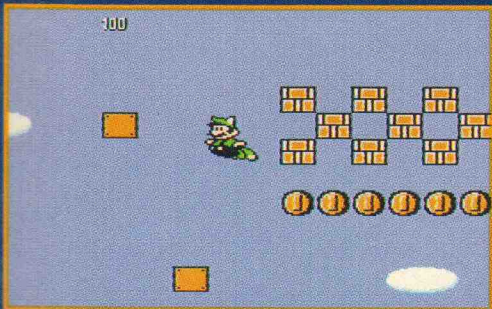
at the tougher bits. This is definitely one of the highlights of Super Mario Bros. 3 and I strongly suggest that you play with a chum.

But then again, it doesn't really matter how you play it, or what sort of games you like. Super Mario Bros. 3 is utterly, utterly superb. The graphics

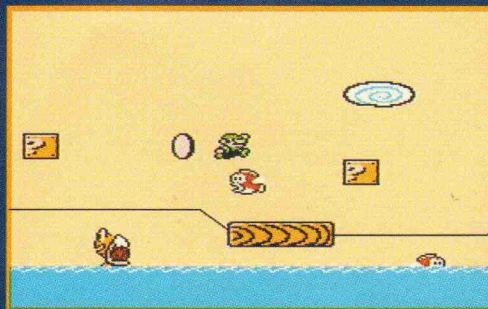
and sound are brilliant and the size of the quest is mind-boggling (Andy remains boggled to this day).

If Super Mario Bros 3 got jammed in my Nintendo and I could never play another game ever again, I really wouldn't care. **STEVE**

TOTAL!



To reach all these mid-air bonuses in Desert Land (world two), you'll need the Magic Wing from that nice Princess Toadstool person.



Wooden platforms like this one can't be trusted. They fall off the end of rails and some of 'em plummet when stood on.

SUPER MARIO BROS. 3



Looks



Simple, but it's all wonderfully neat 'n' colourful. A very smart game indeed!

Sounds



Marvellous tunes and FX – and wait until you hear the spooky kettle drums!

Gameplay



Almost perfect. Smooth control, heaps of variety, great two-player action. Wow!

Life Span



If only it had a save game thingy... Still, this Mario mission will last for months!

Totally stunning! Over the last few years I've played an awful lot of games on a lot of different machines – and this beats them all. What else can I say?

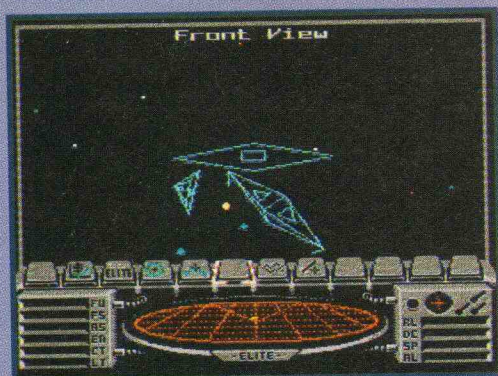
Final rating
98
Percent



HAA HAAA! What a total twerp! (Pthpthf!) I only told him that I dropped 10p in the river the other day (snigger) and all I saw was this green blur!

Oh cheers! Laugh at me while I die of pneumonia why don't you. What a great pal you really are. (I think there's a fish in this pathetic suit somewhere.)

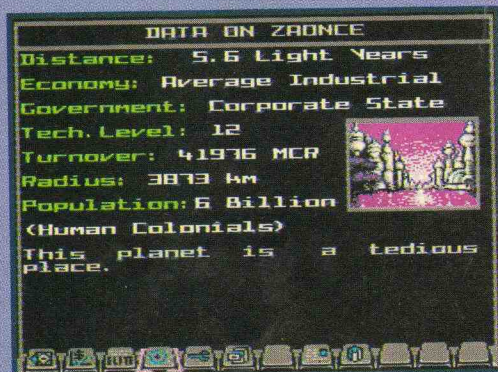




Three pirate ships. And they're all flying through your sights. Quick, get blasting!



Energy low, two pirate ships closing in. Er, how much was that escape capsule again?



So Planet Zaonce is a bit tedious, eh? Never mind – there's hundreds more to explore.

ELITE

For NES (1 player)

From Imagineer

Price £40

Forget SF2, forget Mario – Elite is one of the video game classics of all time. Never heard of it?

Well, it was first released in 1984 on the BBC Micro and was a huge hit. Essentially, it's a space flight sim, with you as a galactic trader flying cargoes around space, trying not only to stay alive but to make a profit as well.

At the start you're just another new pilot, with a rating of 'harmless', only 100 credits (that's space money) and a ship armed with a single laser gun. The aim of the game is to move through the ranks from 'harmless' to 'elite'. You have to trade goods at markets on different planets to make money, and can spend your profits on buying extra equipment for your ship – more powerful lasers, missiles, energy bombs and escape capsules. The harder your ship, the easier it is to win dogfights in space,

and with every kill you move that bit closer to elite status.

There's so much to do in Elite that just exploring the first few planets and having a couple of fights will keep you busy for an evening. As soon as you make some cash and

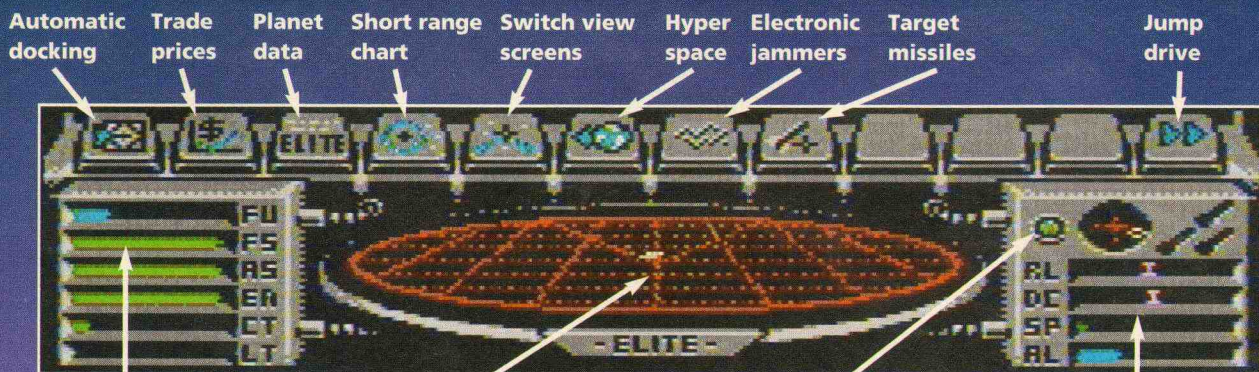
win a few battles you'll be hooked. If all the trading and fighting isn't enough, there are special missions to discover and eight whole galaxies to explore. There's also a nasty alien race called the Thargoids who appear from time to time – either run away from them or, if you're strong enough, blow them away.

Elite has some wonderful 3D wire-frame graphics representing the world outside your cockpit, including planets, asteroids and loads of different types of ships and space stations. The graphics move smoothly and fast, and give you a

PROFITS
Ace space flight game with an enormous universe full of all manner of wonderful (and weird) things for you to discover

So where's the steering wheel, then?

Your ship's control panel is so advanced it'll even make the tea – well, maybe not, but it does just about everything else.

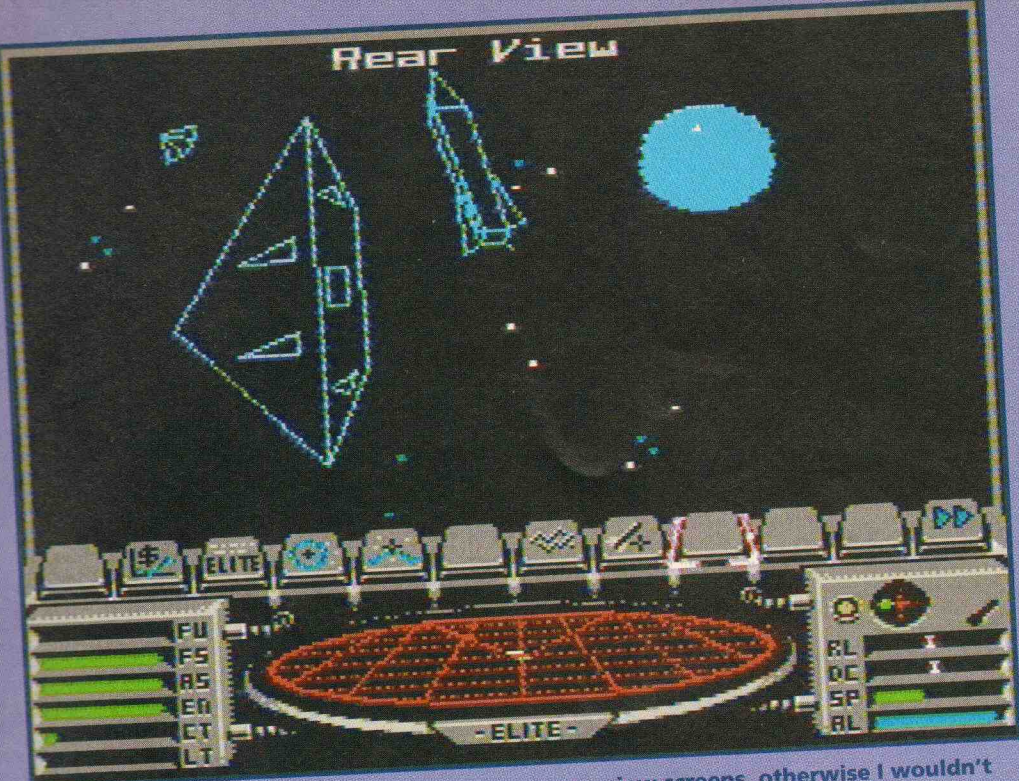


Fuel level, shield status, and cabin and laser temperatures are shown here.

This is your 3D scanner, showing just what's where in the space around your ship. Then again, it could just be an extra-large pizza.

Planet scanner, missile status and a light that flashes some funny colours

Horizontal and vertical gyros (eh?) and speed and altitude readouts.



It's a good thing these modern ships have got rear-view screens, otherwise I wouldn't have noticed these two guys coming from behind and trying to frazzle me. All you have to do now is lock on a missile, let it rip, and then watch 'em run away.

real sense of flying through space. As well as the excellent flying sequences, Elite has well presented information and menu screens.

Elite is one of the best games around on any system, and the NES version is very impressive. There's so much to do and, unlike many big games, size isn't a substitute for quality, because the space flight is terrific and the dogfights are really gripping. I can't recommend Elite strongly enough. It's fun, it's big, it's fab. I haven't been this hooked on a game for ages.

LOSSES
Well, Mario isn't in it. And okay, it doesn't have too many platforms – but you can live without them for once, can't you?

ANDY

TOTAL!



Your Cobra III ship is feeble at the start, but make some money and you can buy military lasers, energy bombs, fuel scoops, a bigger cargo bay and an escape capsule.

Looks ■■■■■■■■■■

■ Excellent 3D graphics that are just like being in space (or so I'm told)

Sounds ■■■■■■■■■■

■ There's no sound in space, cos it's a vacuum, see? (Except a bit of Blue Danube)

Gameplay ■■■■■■■■■■

■ Amazing. A huge space flight sim that's great fun to play and really absorbing

Life span ■■■■■■■■■■

■ Hundreds of planets to explore and fights to win before you become 'elite'

One of the best NES games ever! It's easy enough for anyone to play but tough enough to keep you at it for months. Elite is simply brilliant!

Final rating
96
Percent

TOTAL! TEK-SPEX

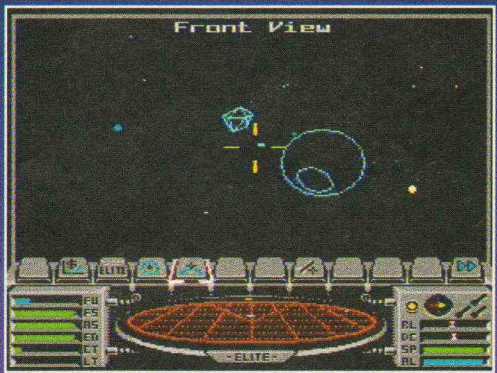
Game	Elite
Levels	8
Difficulty	Hard
Continues	Battery back-up
Release date	Out now

Top of the charts – navigating by the stars

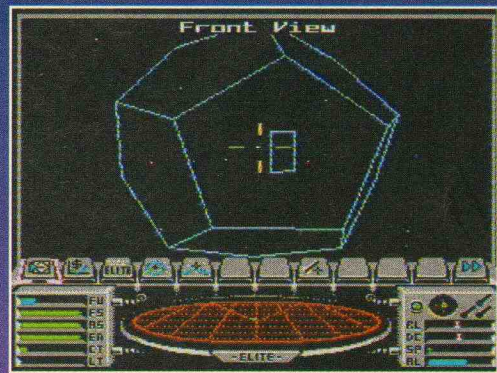
Space is a big place, and it's easy to get lost. Luckily, Elite provides you with a map to help you find your way around.



1 Your ship has enough fuel to reach any of the planets inside that green circle. Call up data on the planets, select which one you want, then flip the hyperspace drive to be whisked off to that system.



2 When you come out of hyperspace, you're too far away from the planet and have to use a jump drive to get closer – but you can't jump if there are asteroids, other ships, or worse, pirates nearby.

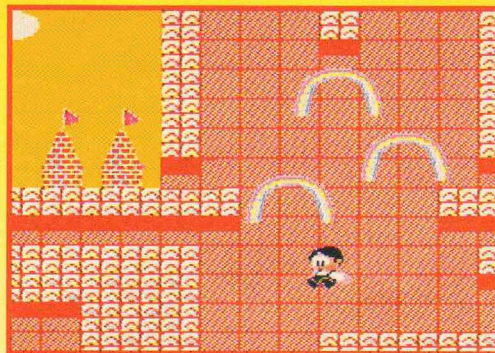


3 Make it into the planet's orbit and you can dock with its space station – your ship can't land on the surface of a planet. Inside the station you can trade, re-supply, and plan your next bit of exploring.

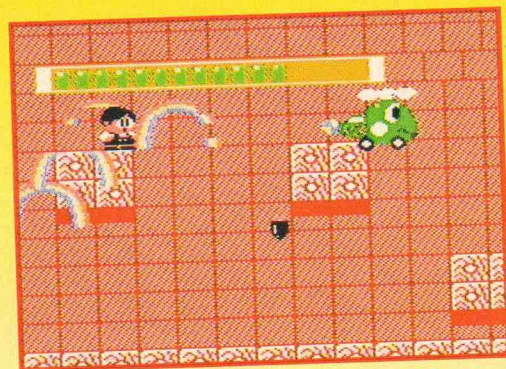


And here they are, the stars of the show, what it's all about – the Rainbow Islands themselves. As you can see, they're all very, er, islandy and, well, a bit rainbowy, too.

For NES (1-2 players)



Over on Combat Island poor old Bub gets chased by helicopters, tanks and missile launchers. Honest... you just can't see any at this moment in time, that's all.



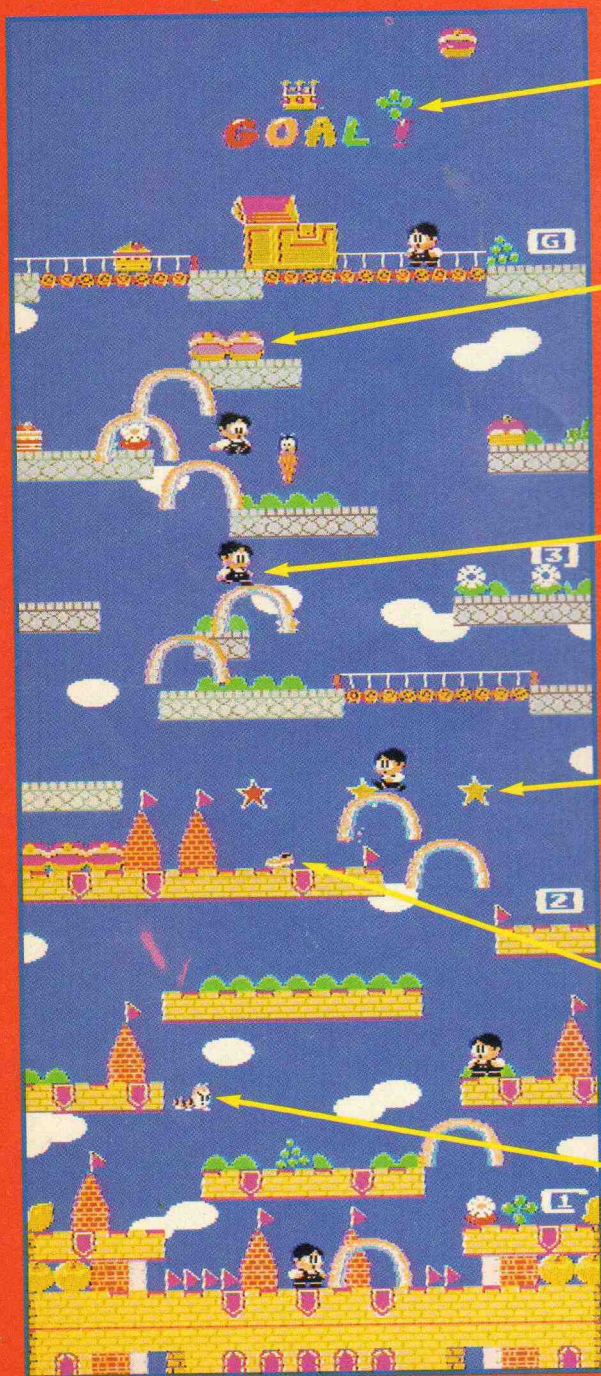
Survive all this military nastiness and you meet this fiendish attack chopper. Hmm... actually, he's rather a cute little attack chopper. Still... waste the mutha!

Price £35

From Ocean

I'm walking on sunshine (woo-hoo!)

Take a stroll through the whole first level of Insect Island...



Reach the very top of the 'island' and you've reached the goal. A big chest appears (fnar) and lobs out all sorts of fruity, cakey goodies.

Gosh, what a nice pair of buns! Pick up these tasty mouthfuls and you'll get a big bonus!

Bub (or is it Bob?) walking across an arc of prismatic colours created by the diffraction of sunlight through rainfall suspended in the atmosphere. Yep.

Touch these pretty coloured stars and they explode into lots of smaller, equally pretty stars which kill baddies. Dead useful they are!

Pick up this little running shoe and Bub (or Bob) gain an extra turn of speed

An insect. OK, so Insect Island isn't exactly an entomologist's dream, but you only need to touch one insect and Bub keels over. (He's a bit of a wimp in that respect.)

RAINBOWS
Near-perfect gameplay, plus a brilliantly-judged difficulty level that never gets off-putting

RAIN



There are a few power-ups to watch out for in Rainbow Islands. Here Bub is lobbing double rainbows, but he can also chuck triple rainbows if he collects the right power-up. He can also collect speed-ups and a rainbow rapid-fire. Gosh.



Next stop is Monster Island where things start getting nasty. There are lots of flying creatures which are hard to kill and less platforms to stand on... and Bub's just died.

with, oh no. When you fling out a rainbow, you can form a ladder to climb up the screen with or a platform in space to stand on. Handy stuff, eh?

Also, if you jump on top of a rainbow it shatters and falls to the ground, killing anything which gets caught beneath it. (In the coin-op and computer versions you could also kill things which were slightly above the rainbow by collapsing in from below, but that facility isn't offered here.)

By collecting power-ups you can increase your throwing power from one to two or three rainbows (all fired at once, in a row), plus other useful additions to your armoury such as lightning storms, or a meanie-killing fairy who flies around your head. And of course, there's the usual points and lives bonuses dotted about.

Each of the game's seven worlds contain four little islands. On completing



If you take too long, the island starts to sink (or something). Anyway, the screen fills up with water and unless you get your ass in gear, cute lil' Bub drowns. Sob.

the fourth (which you do simply by getting to the top inside the time limit) you take on the world's guardian, usually a giant version of an ordinary-level baddie.

You get five lives, four continues, and if you can get to the very end with those then you can count yourself as something special. There are very few people who can claim to have finished any version!

There's also loads of incredibly clever secret bits to discover too, so basically you're going to be playing this for years before you've seen everything.

Most of all though, it's incredibly addictive. In fact, it's so work-stop-

One of the greatest coin-ops in living memory, ported almost (almost) perfectly to the NES. Get it now, immediately, if not sooner!

RAINBOW ISLANDS

Looks



■ As good as you could ever reasonably hope for, but a lot of flickery sprites

Sounds



■ All rightish music, not many FX, but some neat little jingles

Gameplay



■ Not quite the same as the coin-op, but pretty damn fab nonetheless

Life span



■ Very few people have completed the game, and that's not likely to change

Final rating
92
Percent



ingly playable I can't bear to sit and write about it any more - I'm off for another game. See you in five years.
ANDY

TOTAL!

RAINDROPS
A lot of graphical flicker when you start collecting a decent number of rainbows

RAINBOW ISLANDS

Arachnophobia - fear of not getting past the first boss

Having trouble with spiders? Can't get past that first eight-legged boss? Try TOTAL Tactix for some sure-fire pest extermination...



Having reached the end of the first island, here I am getting a severe thrashing at the hands of this spider.



Try this: run straight over to the right hand side, and simply lob rainbows at the spider as he bobs up and down!



Easy flippin' peasy! One stiff spider, one chest full of goodies for me and three cheers for Misery Guts whose tip it is!

SOLAR JETMAN

For NES (1 player)

From Nintendo/Rare

Price £30



Hi, do you have Golden Warship, by S Jetman? You do! That's excellent, I'll be in at 9:00am tomorrow. Good old Yellow Pages.

Many moons ago a character by the name of Jetman appeared on the Sinclair Spectrum (an extremely clunky old computery gadget). This loony spaceman starred in Jetpac - a neat little game by a team called Ultimate Play The Game. Jetpac sold squillions and was sequelled by the equally smart Lunar Jetman. This sold even more squillions than the original and Jetman eventually became so famous they gave him his own comic strip!

When Ultimate started writing for the NES (under the name of Rare) it was only a matter of time before they resurrected their loony spaceman - and three cheers all round 'cos now he's here!

For his latest adventure, Jetman has been promoted to Solar Jetman (although what this actually means is never made that clear) and is on the hunt for the Golden Warship - one of the most powerful vessels in his

fleet. Well, it was before space pirates shipnapped it, broke it up into bits and flogged them to a dozen assorted alien nasties.

Individual parts of the Golden Warship have been hidden in 12 alien worlds. Solar Jetman flies to each in his mother ship and then boards a one man jet-pod in order to explore a regular rabbit warren of underground caverns. The jetpod has a single thruster and is controlled by rotating left or right, and pressing fire to thrust (a bit like the crusty old arcade machine Asteroids).

Your jetpod actually stays centred in the screen while the landscape slides around, but it acts pretty much as you'd expect a 'real' space ship to. It has inertia and momentum (pyhsics terms for weight and speed), and reacts realistically to the force of gravity. Jetpods are very responsive but flying one is a little like carrying a shallow

SINKERS

Later missions might be a bit too big for some gamers. Level two is tough - and it doesn't get better. Instructions don't really describe everything you'll meet

All ship shop and Bristol fashion

In between all this visiting planets stuff, you get to pop into your local branch of the Interstellar Marketing Emporium for a wee spree. Let's take a look at what's on offer for the Jetman on a budget...



Homing missiles
Missiles which go home - I think!



Anti-gravity
Er... Looks like it kills apples



Smart Bomb
Kills all baddies on-screen



Time Bomb
Goes off after a few seconds



Star Bullets
Bullet shooting bullets



Multi-warheads
Missiles which split into bits



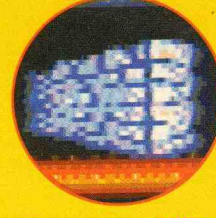
Titanium bullets
Bullets which are really hard



Military Bullets
Bullets which are also really hard



Super Shields
Better than non-super ones



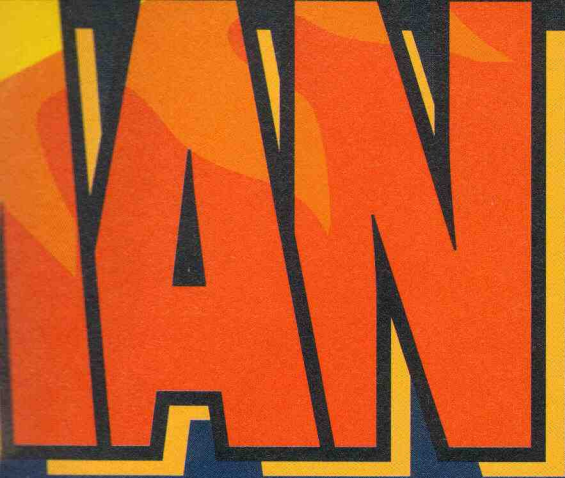
Momentum Killer
Improved braking capabilities



Efficient Engine
More miles per gallon



Super Thrusters
Double engines oomph



tea-tray full of water. Erm... well, anyway it's very tricky, but there's a definite knack. And once you get that, you're laughing, or at least giggling!

When Solar Jetman and his jetpod approach anything that's pick-up-able the pod's tractor beam is activated. So useful items – like fuel and bits of shiny Warship – can be towed back to base. Of course, having a ruddy great lump of intergalactic spacecruiser dangling from the jetpod makes it even more uncontrollable than it was before!

And then there's the aliens. As well as a wobbling jetpod, Jetman also has some vicious enemies to deal with! If the jetpod takes enough direct hits 1) He can run away and head back to a mothership to refuel the pod. 2) He can put his shields up. This protects the



Fuels, darned fuels. They said it couldn't be done! Ha, watch me race straight into a nearby wall/bullet/enemy.

pod but breaks the tractor beam, dropping the goodies. 3) Ignore 1) and 2) and get blasted to bits. This sends debris all over the planet (breaking dozens of intergalactic pollution laws) and leaves our hero out in the open.

Stripped of his metal eggshell, Jetman has to rely on his jetpack to get him back to the safety of his favourite armchair.

Without going into boring details, Solar Jetman is stuffed to the gills with things to do. There are heaps of objects to collect, oodles of baddies to blast and quite a few surprises along the way. And the underground playing area is absolutely massive! Each level takes ages to explore, let alone complete, but the nice chaps at Rare have provided

FLOATERS
Massive, huge, vast and really very big indeed. A single level can take hours to complete! Terrific presentation with in betweeny sequences



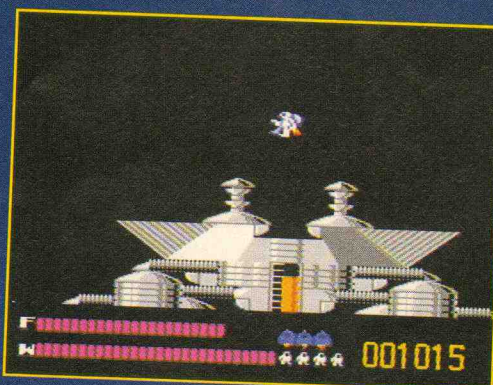
Now even the best Jetmen get lost, let's admit it! So as soon as you've got enough cash buy one of these mapper things.



Warp factor eight! You really know when you've stumbled on a secret route from A to B via X, Y, Z and of course Q!



Look! There's a piece of the Golden Warship! Yes, I know it's blue, but that's what we are after on this mission!



Why are all large space ships called Motherships? I mean to say, Freud would be very interested in this kind of behaviour.



It's dark, we're in a tunnel we've half a tank of gas and we're 260 000 000 miles from Chicago (Earth). Hit It!

a password option – you need only finish each level once. And as the later levels are huge, these passcodes are essential.

Solar Jetman is brilliant. The mission is so vast you could be at it for weeks, but then it's so playable you won't mind doing just that! **ANDY**

TOTAL!

TOTAL! TEK-SPEX	
Game.....	Solar Jetman
Levels	12 worlds
Difficulty	Hard
Continues	Passcodes
Release date	Out now

SOLAR JETMAN	
Looks	■■■■■■■■■■■
■ Simple but dead smooth. The aliens are well animated and you ship moves nicely	
Sounds	■■■■■■■■■■■
■ Heaps of eerie soundtracks and some great noises. Give your ears a treat!	
Gameplay	■■■■■■■■■■■
■ Difficult later on, but the explore, shoot 'n' collect action is gripping stuff	
Life span	■■■■■■■■■■■
■ With 12 huge missions and a password system, this'll keep you busy for ages!	

Hard to fault this game really. It's technically stunning, incredibly playable and more polished than your mom's silver. Buy and enjoy!

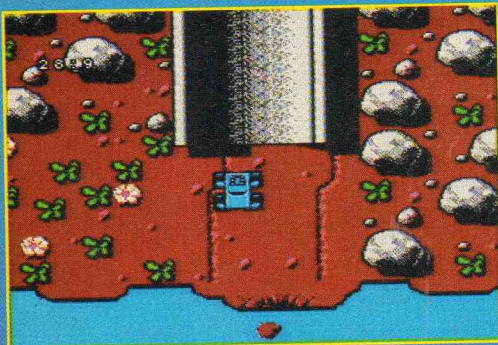
Final rating
92
Percent

MICRO MACHINES

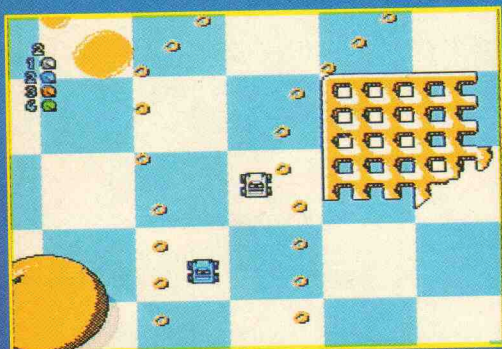
For NES (1-2 players)

From Code Masters/Hornby

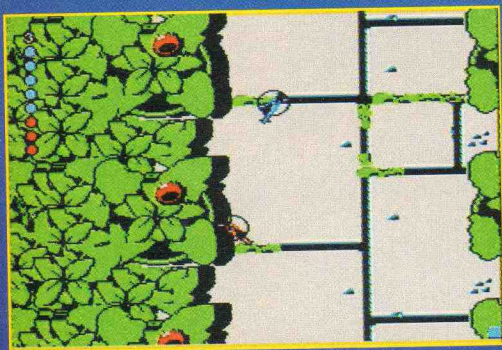
Price £33



Win three races in a row and you can go into the Ruff Trux bonus game. Finish the twisty-turny, splishy-splishy course before the time runs out and you get an extra life.



First thing in the morning, and what do I get? Two weenie little cars racing around my waffles and bumping into my Wonder-Chok cereal flakes. Pass that fly swat.



Wowzers! Whirly-birds wacing in the whododendwons! (Eh?) No, David Bellamy's not here, but what you've got is two chop-pers flying about the flower bed for a laff.

Burn rubber, put the pedal to the metal and, erm, adjust your wing mirrors. If you wanna race, you can forget flash Formula One cars, forget those posey Porsches in the high street – all the *real* racing action is going down in your own back garden. And in the kitchen. And in the bath tub. And on the pool table.

Micro Machines lets you race all those toy cars, boats and tanks that you thought you'd long since trod on, lost down the back of the sofa, or given to your mate, on some of the weirdest racetracks you've ever seen. There's a choice of eight different types of vehicle to race, and each of these has its own different style of racetrack.

As you're racing Micro Machines, all the tracks have to be pretty small as well, don't they? If the tiny cars were racing about the real Silverstone they wouldn't finish for weeks! Well, in this game

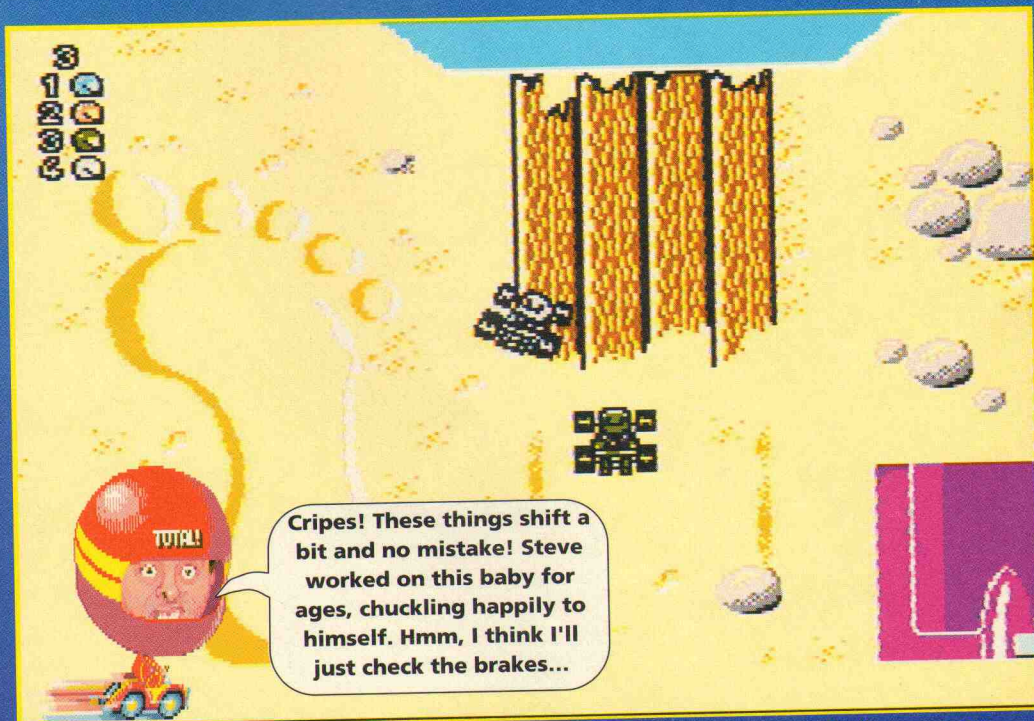
you can burn your widdy car around on kitchen tables and workbenches, fly a mini-chopper through the flowers in the garden and even race powerboats around the soap in your bath.

And it's the giant-sized circuits that really put this fabbo racer in pole position. On the pool table circuit, you race around the edges of the table, onto the green baize itself, past the balls and down into the pocket to come out on the other side of the table. It's absolutely flippin' brilliant! There are bags of clever bits on every level, like using rulers as a bridge between schooldesks, and a plug-hole whirlpool in the bath.

Micro Machines is simply a dream to play.

All the different vehicles are wonderfully fast and responsive. They handle realistically, letting you skid around the corners, and bump other racers off the track if you're feeling extra vicious. Learn

DRIVERS
Realistic gameplay, with brilliant handling and cornering. Every race is fun, and each track is a masterpiece of miniature design. It may be small, but it's perfectly formed!



Life's a beach and then you drive! Slipstream the leaders in a race through the sandpit in mini dune buggies. Zoom around sandcastles, jump over tiny rivers using driftwood ramps and pass some fat old lady trying to change into her cossie under a towel. Well, maybe not.

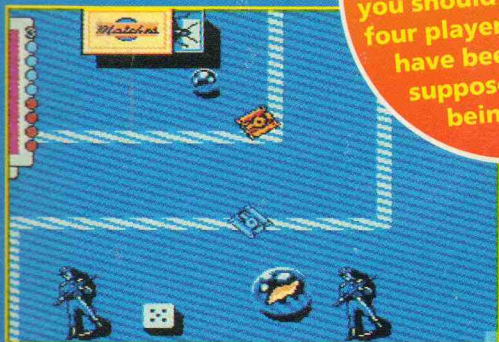
CHINES

where the turns are, find the best shortcuts and power your way past your rivals to the finish – and then go on to the next race. Whether you're racing solo or against a mate, this game is great fun and a huge challenge, with loads of different tracks to race on.

Micro Machines is the best racing game I've ever played on

the NES. It looks wonderful and there's lots of variety in both the gameplay and the graphics. In fact, it's so addictive that Nige Mansell himself could come into your bedroom and say, 'Fancy a go in my car?', and you'd say, 'No chance, Mr Moustache – Micro Machines is much more fun!' **STEVE**

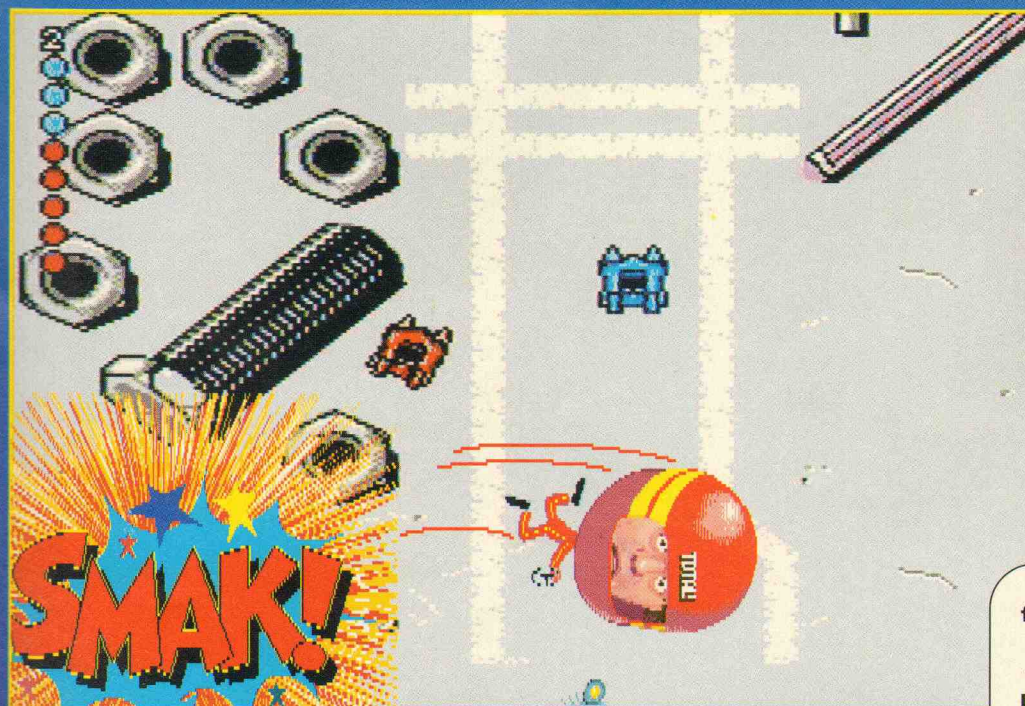
DIVERS
Um, it doesn't come with sick notes to let you carry on playing when you should be working! A four player option would have been brill, but I suppose that's just being greedy



General Jarratt and Major von Thicky battle it out with tanks in the toy room. Kaboom!



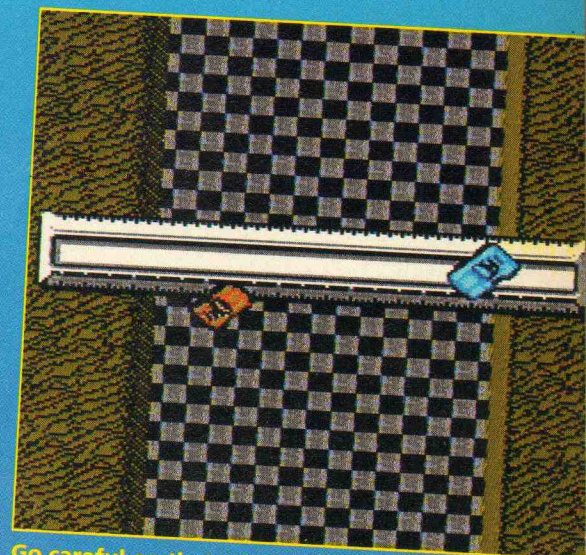
Join the car pool! This green baize track gives potholes in the road a new meaning!



Race around the workbench, dodging giant nuts 'n' bolts, nails and tubes of glue. You'll be in for it when your dad comes home, though, and finds out you've drawn a chalk racing track all over his brand-new Black and Decker Workmate.

TOTAL! TEK-SPEX

Game	Micro Machines
Levels	27
Difficulty	Average
Continues	None
Release date	Out now



Go careful on that ruler bridge! Slip off screen into oblivion (well, the kitchen floor actually) and your opponent gets a point. And when he reaches 10 it's race over!

MICRO MACHINES

Looks



■ Neat little vehicles and some of the best looking NES racetracks you'll ever see.

Sounds



■ Some fairly hip tunes, as well as standard vrooms and tyre screeches

Gameplay



■ Realistic handling means all the tracks are great fun to race about on

Life span

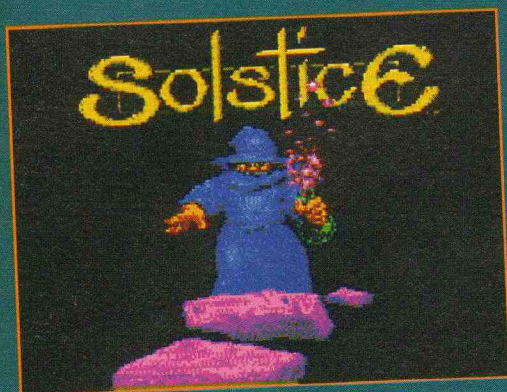


■ Lots of tracks and cars for one player to zoom through. Fab two-player game, too!

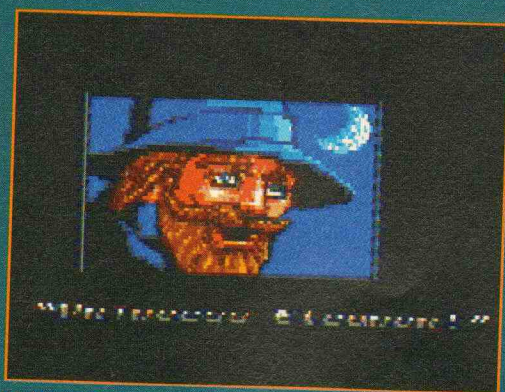
Final rating
92
Percent

Ace racer! This game's fast, fun and fab. It's one of the best games to hit the NES for ages – and it looks absolutely amazing as well!

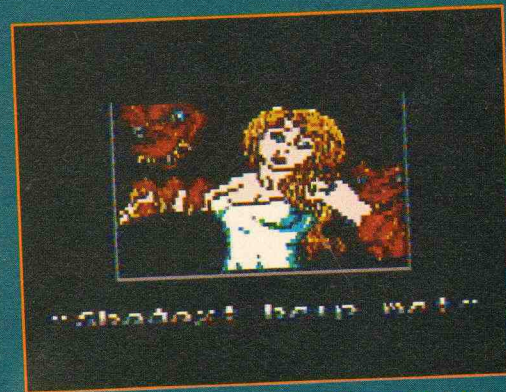




Coming soon to an NES in your Area, Solstice. Shadax (that's him in the dress) must stand alone against Morbius.



With nothing more than freshly trimmed beard he must face a horde of traps - with out the aid of a passcode option.



And it's all because of her (the one in the other dress) who's managed to get herself kidnapped in classic Princess fashion.

SOLSTICE

For NES (1 player)

One thing Nintendo is good at is writing game plots. This is one several thousand words long so in typically helpful TOTAL! fashion I'll condense it a little for you. Land of Arcadia. Morbius = bad guy. Shadax = good guy. Shadax explores Morbius' castle to find the Staff of Demnos. Oh and there's a princess in there too.

There. Now the game itself is a massive arcade adventure with over 250 rooms to explore. Each

From Nintendo/Software Creations

room is shown in isometric perspective and you see only one room at a time. Each room flicks into view as Shadax enters through a doorway.

With such a huge quest, the gameplay has been kept nice 'n' simple. Shadax can move in four directions, jump, and pick up 'n' drop objects. What else? Er, that's it. That's all he can do. But don't despair because some of the objects he picks up prove very useful indeed.

Price £30

Blocks of varying shape can be pushed or stacked together so Shadders can reach platforms that were too high for him before (he is a tad short, after all). He can cast spells by topping up his four personal potion flasks, and there are also plenty of special items that aid our hero's progress and are vital to completing the game. For example the Magic Boots allow Shadax explore a set of rooms that were out of reach before.



POISONS

NO game save system means you must finish the quest in one go. Sometimes it's tricky to suss out where things 'are' in the 3D.

Things to make and do!

Magic objects make Solstice tick, but how?



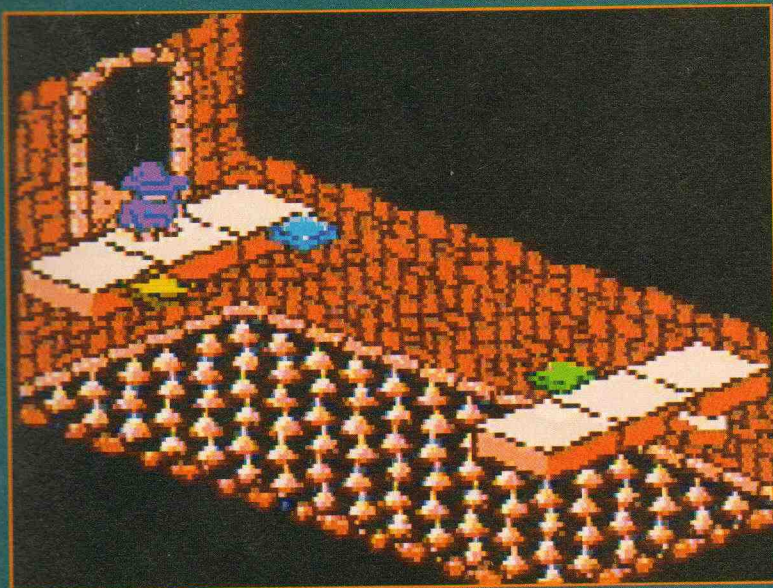
Now this is what they want. Find one of these 'credit' babies lying around on the floor and when you die - you don't!



Locked doors littering the Solstice maze and each needs a specific key. The trick is finding the right key for each door.



Look! Over there! Next to the massively useful Magic Boots! A huge fig roll, just what I've always wanted!



Never be fooled by floors which aren't there, they often are there anyway (!?!). The only way to find out though is to try them.

But, of course, life is never simple. Whatever you do or wherever you go, fate is always just around the corner, waiting with a mouldy mackerel in his hands ready to slap you about the face. And sure enough the game is just like real life, since the majority of rooms contain things that are guaranteed to mess you up.

Unreachable platforms are just the tip of the iceberg. Wonderful animated monsters prowl the castle vaults and the slightest touch spells death for poor old Shaddy. Traps are in abundance too, like spiky floating balls.

And what about invisible platforms? Well for one thing they're invisible and only appear either when you jump on them or cast the appropriate spell. Did I hear someone say fig rolls? Yep there are plenty of them too. But they only look like fig rolls and are, in fact, conveyor belts which send

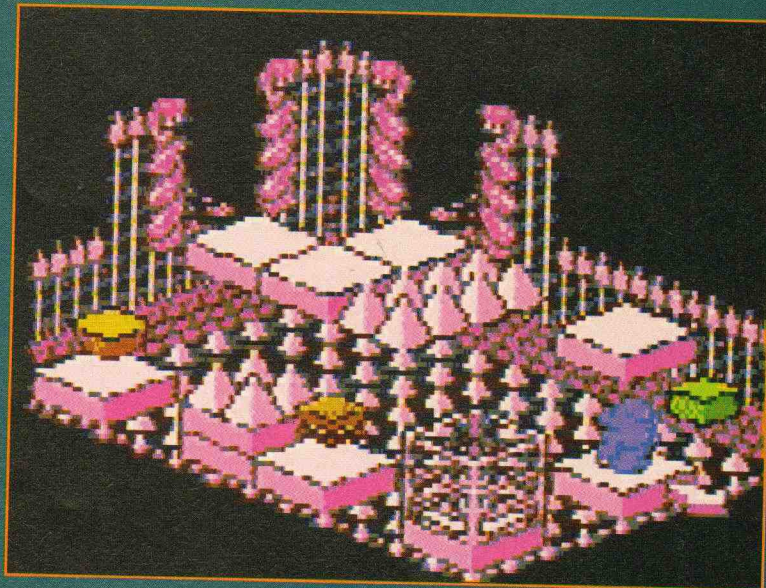
POTIONS
Graphics are faultless – it all feels very real and objects move exactly as you'd expect them. Soundtrack and FX are superb!

Shad-baby plummeting to his doom. The list of hazards goes on (and on) getting ever more hazardous as the game progresses.

With a game this size a map is essential and the authors have thoughtfully included one. It only shows the rooms that you've visited but it does display all the exits in one room. Even if the exit is blocked, locked or simply not visible because you haven't solved a puzzle yet, it still appears on the map. Check the map regularly and you'll be able to pick up these clues on puzzles that need solving and



This Morbious bloke must have been dead lazy. How many people do you know who would fit an escalator on the lawn!



Morbis obviously has that Liberacé spirit. Just look at this room, it's the kind of room that only Lloyd Grossman discovers.

the directions that need going in. And believe me, you need ever clue possible in the later stages of intensive arcade quest.

Words alone can't begin to express how wonderful the graphics are so you'll just have to look at the screenshots. The backdrops are very pretty and the animation on all the tiny characters is outstanding. The amazing thing is how *real* it all feels, it's almost as if you're there (almost). **STEVE**

TOTAL!

TOTAL! TEK-SPEX

Game..... **Solstice**
Levels 250 rooms
Difficulty Average
Continues In game bonus
Release date Out now



Due to a freak plan-reading accident the builders have placed large concrete slabs in all the doorways. You can't get the staff...



Shaddy's cunning trick on standing on the first step renders him completely invisible to his would-be assailants. Phew!

SOLSTICE

Looks



■ NES visuals don't come much better than this. Solstice is a real stunner!

Sounds



■ The medieval soundtrack is very atmospheric and the spot effects are brilliant

Gameplay



■ Wondrous! The puzzles may look simple but they'll make your brain ache!

Life span



■ A challenge and a half – over 250 rooms to explore! Shame there's no save option

Apart from the lack of a save game this is brill. The graphics are unbelievable, the challenge is huge and the gameplay rivetting!



Final rating
90
Percent



SNAKE RATTLE

Ding that bell and you're outta of the level! Thing is, how heavy are you?



From the mouths of yellow trumpety type things come Nibbley Pibley's - dinner!

For NES (1-2 players)

From Nintendo/Rare

Price £25

Rattle and Roll are two snakes with a purpose in life. It's not a very good purpose, though. All they do all day is wriggle around eating Nibbley Pibleys. Now I ask you, is that any way for a snake to live his life?

No. Of course not. There are better things for a growing snake to do than eat and wriggle (they could try breaking out of this weird game world for a start). So it's time that you took control of these slithering scoundrels and help them to renounce the unhealthy lifestyle that they've adopted.

To do this you have to guide them through each of the 11 extremely odd levels. You control Rattle if you're on your own, and are joined by Roll in a two player game. Now for snakes, Rattle and Roll are pretty agile. They have a good turn of speed, can jump across gaps and even swim a bit. And when it comes to close quarters combat, they flick a mean forked tongue!

A little door marks the exit from each level and the key is one of those fairground 'Test Your Strength' gadgets where you whack the pad with a hammer. If you hit it hard enough, the slidey bit whizzes up and

WRIGGLERS
Some of the smartest (and cutest) creatures you'll ever see on an NES! Two player fun and frolics with Rattle 'n' Roll on screen together.

Eight million ways to die - well ten actually...

There's more than one way to skin a snake - and the ten methods below all appear before the end of level three! As you progress you'll be introduced to more and more devious ways of dying, kicking the bucket and otherwise shuffling off this mortal coil. As well as a mixture of meanies, you'll be confronted by dozens of dastardly devious deathtraps. Slither carefully, or you'll be shedding more than just your skin...



3 Getting sliced by Bladez. There you are slithering along when, swish!



4 Squished by the Anvilz Metal meanies that lie in wait, then drop!



1 Falling off the landscape. Don't do it. It's not big or clever - it's downright deadly.



2 Flattened by Bigfoot. If the smell doesn't get you this outside stomper will.



5 Eaten by the Toilet Seats! Kill these quick or it's another life down the pan.



6 Caught by a Checker. Play with this bouncing beasts and you'll get crowned.



7 Popped by a Pibley. Nibbles which don't flee are bombs. Don't eat them!



8 Munched by a Mushroom. Fiddle with the fungi and you'll be snake omelette.



9 Swallowed by a Shark. You can swim, but you could easily become snake



10 Spiked by the Pins. Avoid the Pin Cushion - it gives you the needle!

RATTLE AND ROLL



dings the bell. In this case Rattle and Roll have to jump on the pad to ring the bell and open the door to the next level.

Now this is the clever bit. If Rattle and Roll aren't heavy enough to sound the bell, they have to go and gain weight. They do this by eating Nibbley Pibleys (their fave munch) which are ejected from yellow trumpet type things. All you have to do is hang around until they start coming out, then get your snake to stick out his tongue. If your aim is good, the Nibbley disappears into the snake's mouth and a new bit of tail appears. (The animation for this dead good: if you look closely you can see the Nibbley slowly moving along the snake's body!)

Eat enough Nibbles and your snake's tail grows really long. This makes them heavier and allows them to operate the fairground strength-O-Meter door bell. It's as easy as falling onto a log, or pad, or something!

STOMPERS
It's hard to follow the 3D landscape, and those vital jumps are tricky. Controls are a bit wibbly - snake steering can prove slippery

That's pretty much the aim of the game, but there are lots of meanies to watch out for - and they're all as wonderfully drawn and animated as Rattle and Roll. In fact everything looks great and moves beautifully - even the Nibbley Pibleys run around round on weeny legs. When they get eaten, the snakes munch a few times and then spit the legs out! Oh, it's all so wonderful! Er... Sorry, I was getting carried away there. Yes, the meanies. Heck there are loads of 'em: Big Foot stomps around, Bladez come out of the ground to slice you up, and the Anvilz pounce

A nasty checker - the black oil slick like thang - is a vicious foe. It's a case of kill or be killed when you meet one. So the easy choice is definitely "be killed"!

from above. Watch out for these otherwise your snake ends up like a cobra (he gets a flat head). My favourite is the shark which homes in on Rattle and Roll if they fall in the water. At first he's just an ominous dark patch in the blue (with Jaws-style tune) but if you don't get on dry land pretty sharpish, your snake gets snapped up!

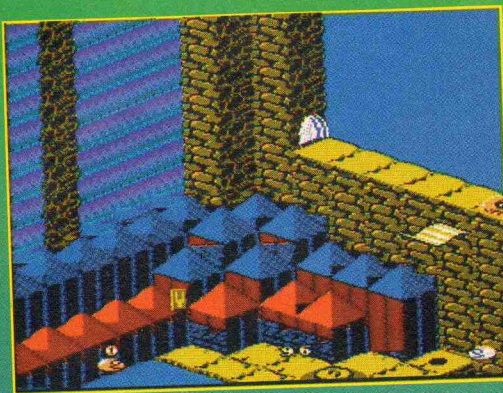
But then just getting from start to finish is tricky enough, what with small platforms perched perilously above... well... nothing! There may only be 11 levels, but finishing them will take some serious play. I love this, it looks amazing, sounds great and is wonderfully playable. If you don't get this you're lower than a snake's belly! **ANDY**

TOTAL! TEK-SPEX

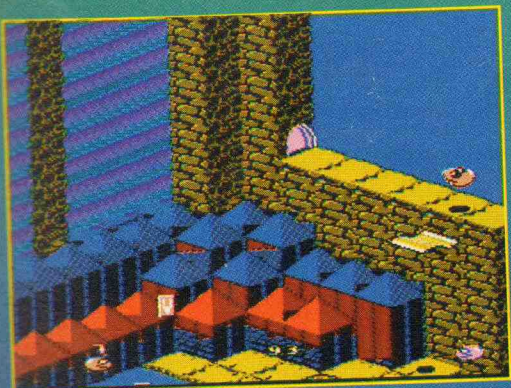
Game	Snake, Rattle and Roll
Levels	11
Difficulty	Hard
Continues	Passcodes
Release date	Out now



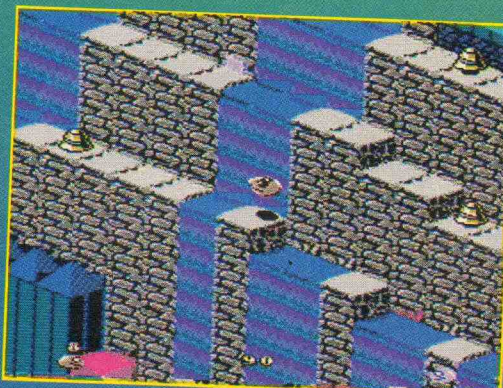
The real art of Snake, Rattle and Roll is getting to grips with the control system, and the soemtimes 'odd' 3D landscape!



Oooh looky here a magic carpet! Maybe if I hope on, I'll be able to fly to freedom. Shame I don't believe in magic then!



Superbly slippery floors add to that sense of certain death. Will young Rattle make it across - uh probably not, but it's worth a go!



It's just like the Giant's Causeway in Ireland, only a little bit different, because that's all grey and not lurid at all!

SNAKE RATTLE AND ROLL

Looks [10/10]

■ **WOW!** It all moves smoothly and... Well, just look at the screenshots willya!

Sounds [10/10]

■ **Rock 'n' roll** soundtracks to bop to. And the sound effects are bloomin' brill too!

Gameplay [10/10]

■ **Loads of fun** - especially with two players. A real test of your joypad skills!

Life span [10/10]

■ **11 long levels**, but find the right warps and you could complete it quite quickly

Another unbelievable game from Rare and Nintendo. It's challenging, plays like a dream and the two player option is the biz!

Final rating
90
Percent

BOULDER DASH

For NES (1-2 players) From First Star Software Price £25

Squillions of years ago a game appeared on home computers, and game players saw that it was good. And so it was that the legendary game of Boulder Dash left its mark in the gaming world. Now, years later, it's born again on the NES - and it's better than ever!

The idea's simple enough: run around mazes, collect diamonds and try not to get flattened by boulders. This version of the game has been hugely Mario-fied, with six worlds each holding four levels, so in typical Nintendo fashion a map of all six worlds is displayed at the start. You work your way through the worlds in turn, but can play each world's levels in any order you like - there's also a neat new password system.



So according to my Haynes manual, all I have to do is remove rock C, while supporting boulder A with wrench B.

ROCK HARDS
24 levels. Blimey! Big or what? Fiendish puzzles, but you'll learn a new trick each time you play. Everything moves nicely - even the backgrounds

CAVE-INS
The puzzley action doesn't alter much from level to level. Could be too hard for younger gamers: world two is horrific and it only gets worse...

On each level you're told the number of diamonds that have to be collected - there are far more than you need - but it's getting past the traps that are the problem.

The play area is filled with mud which disappears as you tunnel through it. There are also massive boulders dotted around, and if you remove the mud from beneath a boulder it drops until it meets some mud, a wall - or you. If there are several boulders stacked together and you remove the mud from around the sides, they topple over. So you have to take care not to be flattened!

When you've collected the right number of diamonds an exit appears. Find it and you've finished the level. And if you think that all sounds easy you'd be right, the first few levels are. But then the monsters appear and they spell instant death and a tougher game!

I wouldn't be so bold as to say that this is the hardest game I've ever played - but it's pretty close!

TOTAL!
ANDY

TOTAL! TEK-SPEX	
Game	Boulderdash
Levels	24
Difficulty	Very hard
Continues	Passcodes
Release date	Out now

BOULDER DASH

Looks

It's all rather jolly: everything moves nicely and there's plenty of colour

Sounds

Sound effects are spot-on and the six world tunes are real toe-tappers!

Gameplay

It'll drive you bonkers, but at least you'll have heaps of fun going completely mad

Life span

24 hideously difficult levels. A massive challenge but passwords keep it alive



He may be an old man but Rockford's looking better than ever. Smart graphics, masses of levels and a bigger challenge than, er, a very big thing.

Final rating
90
Percent

Booty and the Beasts

What's all this fuss over these monsters then? They can't be that hard can they? Well before you go, thinking that Boulderdash's easy check out these beasties!



Amoeba



It multiplies and gets in your way

PuffPuff



Gracefully flits about, then kills you

TackyTacky



A spider? An octopus? Who cares it kills.

PiroPiro



Has a sharp stick with your name on

FlapFlap



His fangs'll be the death of you

BubbleBubble



This porky puffer will do you in

BuzzBuzz



A relative of BimBimbut weedier

PingPing



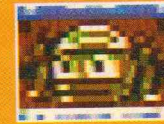
This character makes the Ice World deadly

BimBim



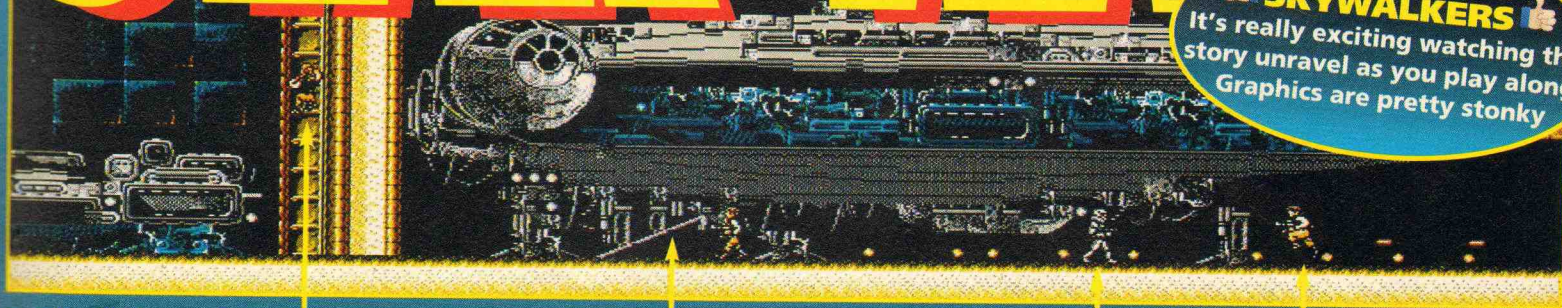
A nastier version of BuzzBuzz

GuriGuri



His legs give him a good turn of speed

STAR WARS



SKYWALKERS
It's really exciting watching the story unravel as you play along. Graphics are pretty stonky

Ooh! Isn't it annoying when you can see your spaceship parked in the next bay and you can't get to it. Tut! Han has to climb the ladder and explore the whole of Mos Eisley spaceport first.

Better late than never, I s'pose. Star Wars appeared in cinemas way back in 1977! And as 1992 is the 15th anniversary of Star Wars, we can finally look forward to the release of versions of all three movies.

You *must* have seen the film by now, so I don't have to wibble on about the plot because, for once, the game sticks to the movie like bogies to sleeves... er, sort of thing.

You control different characters as the game goes along – starting off by guiding Luke Skywalker around the

At last! here it is, a good half-hour wandering round and Han has made it to the Falcon's hatchway – next stop space!

Nasty Stormtrooper-type blokey on patrol. Shoot to kill (or dent severely).

Ta-daaa! Here comes Han with guns a-blazing! (Well they do blaze, honest. He just hasn't got it turned on.)

desert world of Tatooine in his landspeeder. There he must explore a number of caves to find a better blaster, R2D2, Obi-Wan Kenobi and his Lightsaber.

The caves are sideways-scrolling levels in which Luke jumps between platforms, killing Tusken Raiders and womp-rats.

Then it's off to Mos Eisley to pick up Han Solo in the cantina. Once he's on the team (you can now play Han) and you've blasted your way through Stormtroopers, Boba Fett's

and Jawas, it's all aboard the Millennium Falcon for a hairy trip through the asteroid field – which is dead impressive!

Next stop is the Death Star where Luke and Han must rescue Princess Leia and shut down the tractor beam which holds the Falcon. Another platformer this section does get annoying because one mistake means playing the whole level again.

Back in space, our chums have to fight TIE fighters before they join the rebel forces for the final whizzing-along-the-trench bit.

VADERS
Vicious platform action later on. Not a massive task to complete – helped by lots of continues

TOTAL! TEK-SPEX

Game.....	Star Wars
Levels.....	6
Difficulty.....	Easy
Continues.....	5
Release date.....	Out now

For NES (1 player) From JVC/LucasFilm Games Price £50

TOTAL! TACTIX

If the Millennium Falcon runs out of shields in the asteroid belt – you're dead. However, the quick way of stocking up on shields is to keep visiting this cavern. At the end is a shield, and when you re-enter, it's still there!



STAR WARS

Looks ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Luke and co. are small, but move well. Scenery and flight scenes are pretty smart.

Sounds ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Renditions of the movie tunes are adequate. Some nice effects, though.

Gameplay ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Brilliant blend of tough platform action and smart 3D shoot 'em up. Very playable.

Life span ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Good gamers will crack it sooner than later – but it's good to play over and over.



I really enjoyed playing this – it's got great looks, good playability and a superb storyline! If you can afford it, you won't be disappointed

Final rating
88
Percent

BLADES OF STEEL

When you think about it, ice hockey is a strange sport to want to simulate in a video game. It's just a mad race from end-to-end with everyone chasing the puck (a sort of squashed hockey ball thing specially made for the ice). Which makes it all the more

surprising that Blades Of Steel is flippin' great fun. It's predictably simple in play – you control one player at a time with the joypad while the others slip and slide around the rink in a realistic style.

Tapping the B button passes the puck to your nearest team-mate, but pressing the A button fires the puck at the goal, regardless of where you are. To score, you have to shoot when the little arrow isn't close to the opposition keeper. That means you usually have to dance around in front of the net with the puck, waiting for a clear shot. Both realistic and

your gloves and switch to a beat 'em up sequence. You get three kinds of punch plus a defensive block and the first man to land five clean hits wins. The loser's dragged off the ice and the winner speeds away with the puck.

Blades Of Steel is never short on action. With eight computer teams to tackle, three skill levels and a smart two-player mode it's just like the real thing. In fact all that's missing are the French Canadian accents, pneumonia and bruises!

STEVE

TOTAL!



SKATES
Goal-scoring is exciting stuff! And the fab beat 'em up sequence is fun too – it breaks up the action nicely

... Well, that's not strictly true. This is in fact the penalty shoot out. When a game is drawn it all comes down to penalties.

exciting, this is one of the things which makes Blades Of Steel fun.

The fighting's another bonus. If an opponent has the puck and you repeatedly body-check him, you both throw off

GRATES
Lots of hanging about before games and between periods while the players skate around and show off



When the goalie has been naughty, everyone takes it turns to shoot pucks at the fellow to teach him a lesson...

BLADES OF STEEL

Looks



■ There's some great close-up shots, but the animation's not that good, really

Sounds



■ Lots of realistic crowd noise and neat jingles when a goal is scored – pretty fine

Gameplay



■ Takes a couple of mins to get the hang of, then it's all totally instinctive

Life span



■ Better than you'd expect, with tournament mode and the two-player game

Yo! It's in the net! As good an ice-hockey sim as I've seen on any system, and excellent fun with two players. One of the NES's best sports games!

Final rating
81
Percent

TOTAL! TEK-SPEX

Game	Blades Of Steel
Levels	8 teams
Difficulty	3 settings
Continues	N/A
Release date	Out now

For NES (1-2 players)

From Konami

Price £30

Tournament Teams

It's no good having an ice hockey team if you've no-one to play against. Blades Of Steel provides some competition with eight teams from the USA and Canada.



LOS ANGELES

Blue and yellow



MONTREAL

Red and yellow



NEW YORK

Blue and red



CHICAGO

Red and white



TORONTO

Blue and white



EDMONTON

Green and yellow



VANCOUVER

Green and brown



MINNESOTA

Purple and white



In one-player mode you can take a bash at the Tournament option, where you battle against the other teams in a bid to win the cup (the big yellow thing with handles). You can choose to be one of the eight lovely teams on the left.

There are three skill levels: Junior, College and Professional. The league chart (above) shows the fixtures so you know who you're up against.

CASTLEVANIA III

Ready to tackle 'Dracula's Curse'? Let's see, got my whip? Check. Got my armour? Check. Got my long, flowing mane of golden hair? Yep (I've borrowed Vicky's wig). Let's do it!

This time Dracula, under the impression that he's hard, has gathered the undead into a huge army and reckons he can 'have' the entire Earth. And guess who thinks he can 'take' Drac? Yep, you got it – this is one heavy night on the mead that Trevor Belmont (Simon's long lost ancestor) is going to regret.

After Castlevania 2's cerebral leap into arcade adventure territory, this third instalment goes back to the format of the first in the series. In other words running, jumping and killing.



Dracula must have some cowboy builders in, 'cos these floorboards aren't half loose! Somebody could fall if they weren't careful.



There's plenty of night life in Castlevania 3 but the only birds you'll get to meet are these ruddy great owls of doom (sigh).

For NES (1 player)

From Konami

Price £40

The game retains the same look as the other two, with the platforms made up of small blocks, the hero strutting about with his whip, and even most of the baddies looking familiar and moving in the same way. That said, the graphics do look better than the first one, with more detailed monsters and much better levels.

The gameplay has had a lot more thought put into it than the first Castlevania and the levels are much better designed. For instance, on the second level, the Clock Tower Of Untimely Death, Trevor has to swing on giant pendulums and climb over the massive cogs of the clock's mechanism in order to get through the stage. It doesn't sound like much, but it really makes the game much better to play than the standard fantasy romp that the first one was.

Of course, if you hated both of the first two Castlevanias then you're not really going to like this one either. But if you want more of the same, then – shock of shocks – that's what you'll get in Castlevania 3. So if you

fancy some monster mashing fantasy action then this is the one to go for.

STEVE

TOTAL!

TOTAL! TEK-SPEX

Game	Castlevania 3
Levels	6
Difficulty	Medium
Continues	Passcodes
Release date	Out now



Watch your step out in the mud flats – you don't want to go treading on one of these little red froggies (it'll bite your leg off).



Urgh! These skellies take themselves apart and hurl their own bones at you. Of course, throwing that second arm is a bit tricky.

CASTLEVANIA III

Looks

■ A good looker, with lots of neatly animated baddies and atmospheric scenes

Sounds

■ Usual ho-hum, run-of-the-mill, average tunes that soon get on yer wick. OK FX

Gameplay

■ Platforms, whips and monsters. It ain't new but it works really well here

Life span

■ Varying levels and different routes to explore make you want to play on



The best of the series on the NES. A meaty beat 'em up with plenty of action to get your fangs into, and passcodes to keep it un-dead!

Final rating
80
Percent



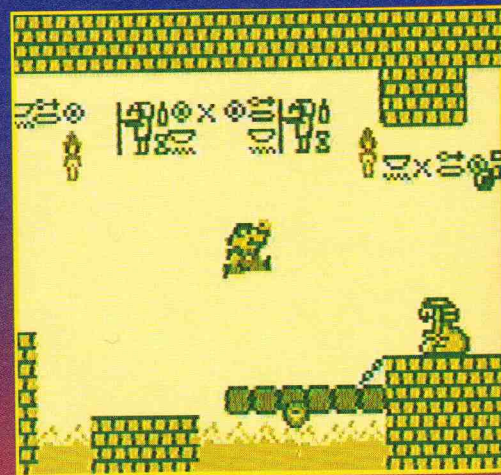
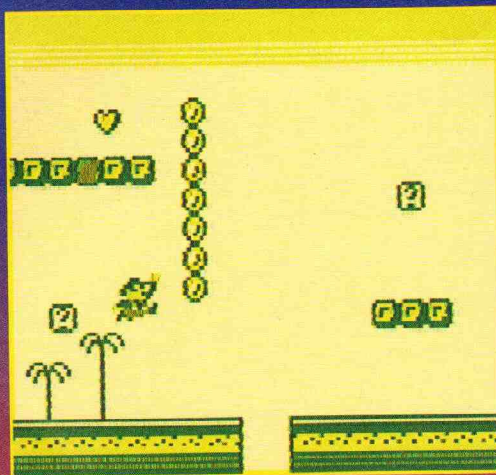
For Game Boy (1 player)

From Nintendo

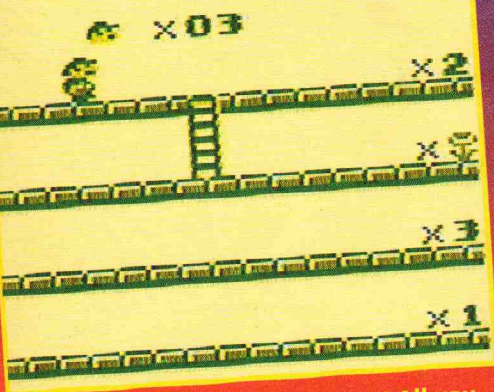
Price £20

TOTAL! TEK-SPEX

Game Super Mario Land
Levels 12
Difficulty Easy
Continues Three
Release date Out now



BONUS GAME



So this'll be the bonus game then! All you have to do is stop the flashing Mario on the best ledge - but watch that dratted ladder.

1:1 And he is as they say off! Super Mario has a score to settle with the evil Tatanga - and, uh, erm, so far so

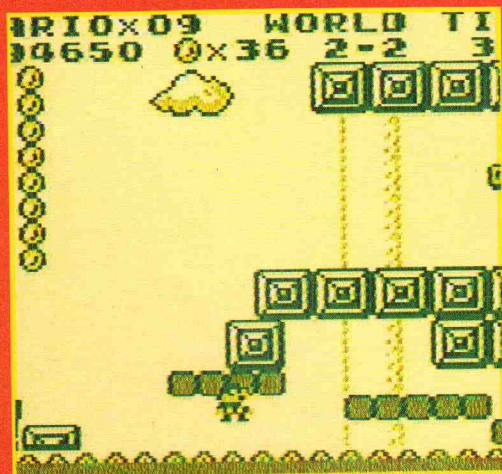
Take the most successful game of all time, tone down the colours a bit, add a host of new meanies and what have you got? One of the bestest Game Boy titles in the entire history of history, that's what!

For a change, Mario's handheld adventure isn't set in Mushroom world. This time he has to conquer the four kingdoms of Sarasaland. Yes, everyone's favourite plumber is up against a new

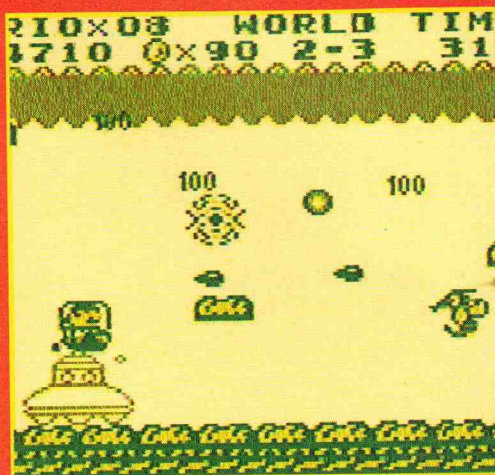
1:2 Rather unimaginatively the sphinx tries the spitting a fireball routine. Mario retorts with his jump very high trick!

villain: a nasty piece of work who goes by the name of Tatanga - all round mysterious spaceman, loony emperor of Sarasaland and kidnapper of the luvly Princess Daisy.

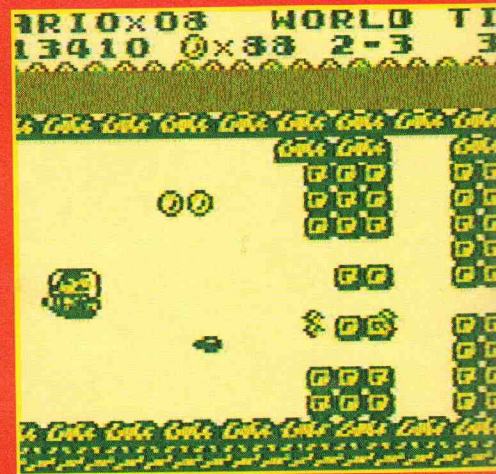
Now in the Army this kind of move is known as a tactical oversight, or a mistake. As any Koopa worth his salt will tell you, this was dumb move, because Mario has set out to win her back - and he's a rather good at this hero lark.



2:1 Oh No, Mario plummets to his doom - or at least the loss of a life. Still there's plenty where that came

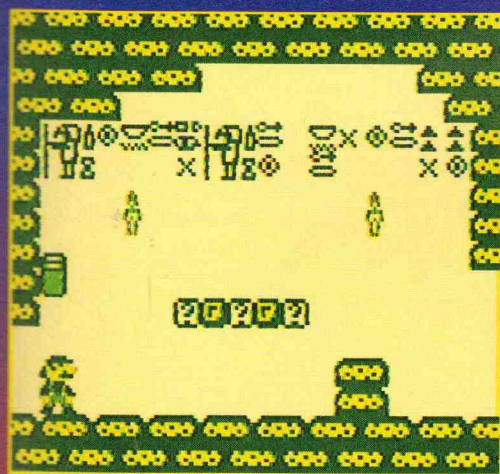


2:2 Oh, no! The flying saucer in the background can only mean one thing. TV's famous Invaders have landed!



2:3 Some fool's built a destructible wall in the cave. TransManche Link guns do your funky wall blasting thang!

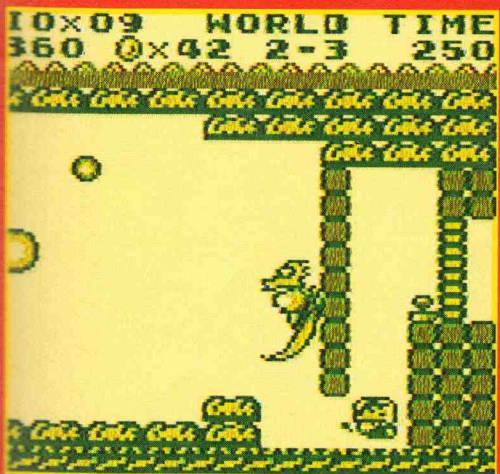
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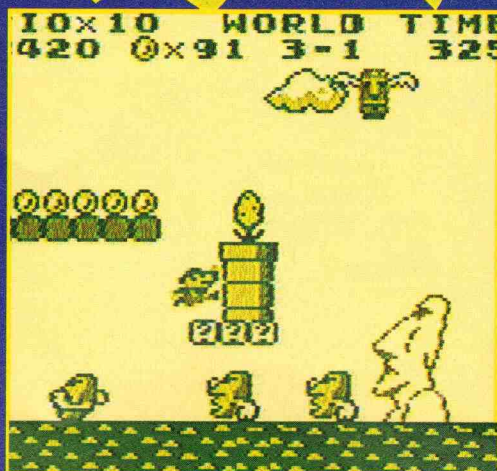
1:3 At the start of the level, there's a secret elevator. Get on board and Mario can scurry along the top of the screen!

Yes, before you can say racoon suit, Mario is at it again, romping around platform filled worlds, leaping, running and dying. Worlds packed with all the ingredients of a classic Mario romp.

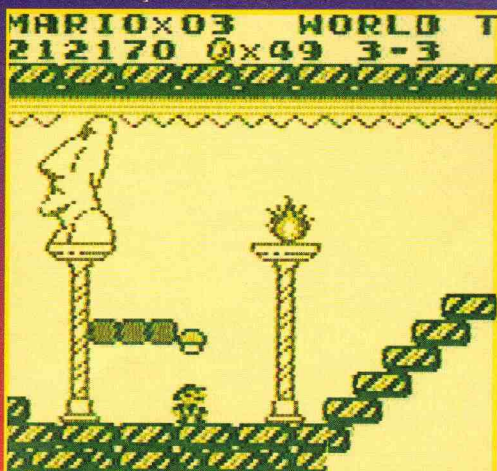
The gameplay is pretty much as we've come to expect from the plumber, with loads of block head-butting, turtle-stomping and an awful, awful, awful lot of platform-jumping. And true to form there are even lots of secret passages, hidden



2:4 Tom Cruise eat your heart out! Deftly young Mario executes an inverted barrel roll to avoid the dragon.



3:1 Avoiding the locals is a good idea. They may be small, they may be squat but they really hurt if they hit you.

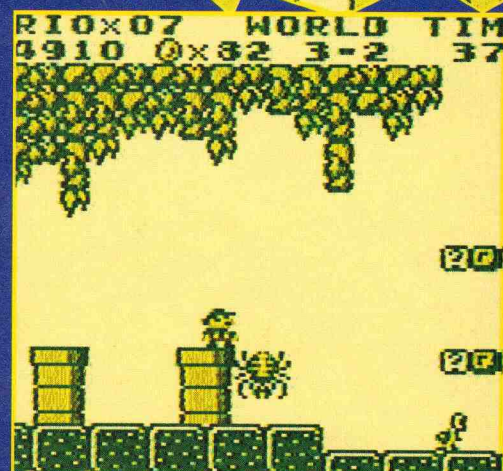


3:3 I love the smell of Mushrooms in the morning, it smells... it smells... it smells of victory.

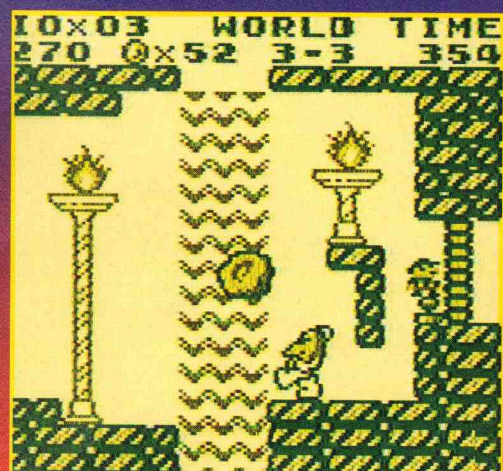
bonus blocks and special bits that have you searching levels inch by inch - just in case you missed it last time.

However, there are also a few new twists to this mini-Mario epic. In Super Mario Land he gets to pilot a submarine in kingdom two, and then an aeroplane in kingdom four. Both levels are sideways scrolling shoot 'em ups, where Mario has to blast his way through Tatanga's cronies to reach and defeat the level boss. At first these feel distinctly 'un-Mario'ish, but soon prove themselves as a valuable part of the game - and provide an excellent change of pace!

There are three stages to each of the four kingdoms of Sarasaland. So Mario has a total of 12, impressively long, levels to battle through before he even gets a chance to give the evil Tatanga a piece of his mind, rescue Princess Daisy and gener-



3:2 "Come into my parlour" said the Spider to the Mario. "Uh, no thanks I'm after them bonuses" came the reply.



3:4 Glad to be past him. How rude can you be? Spitting rocks at any plumbers who happens to be passing... ally save the day (again).

At the end of each stage Mario can win extra lives or a power-up in a game of chance. There are four platforms bearing a 1-up, 2-up, 3-up or Fire Flower power-up. Mario moves from platform to platform, and you stop him by hitting button A.

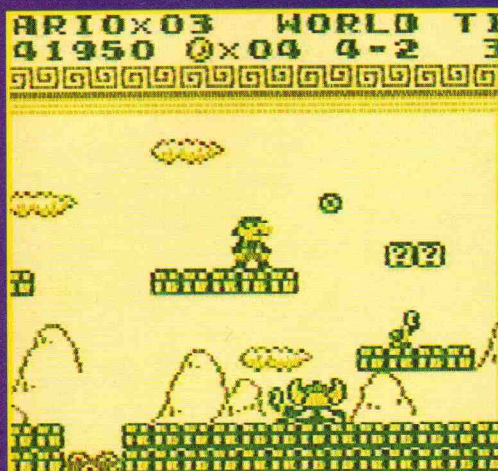
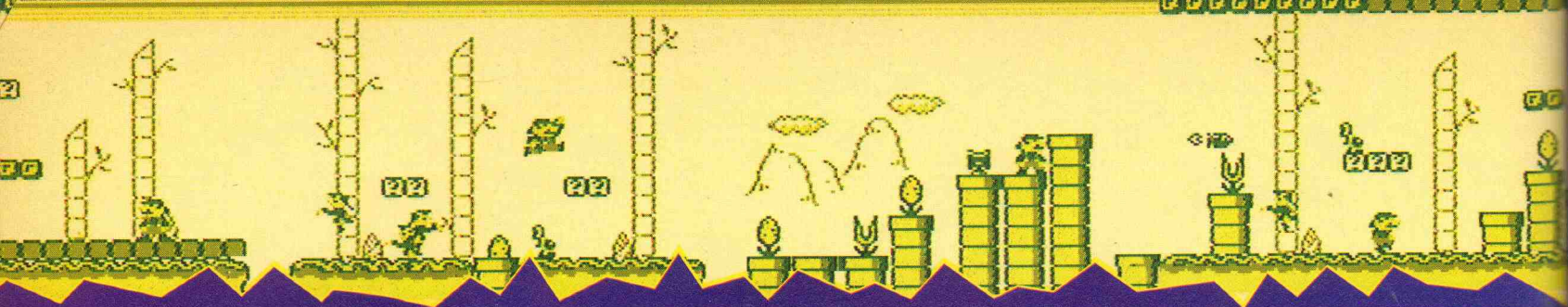
Mario collects whatever item is on the platform he lands on and timing the button press is tough enough.

But, to make things even more difficult, there's also a ladder moving at the same time! So it's quite often that you (skilfully?) stop Mario on the 3-up platform

only to find the ungrateful leak fixer climbing down the ladder and nabbing to the power-up!

Unfortunately, there is one minor problem with this little bonus section. If you get the hang of the game (and it isn't difficult) then you can start stocking up on extra Marios. This unbalances the challenge of Super Mario Land and makes it

FLOWERS
Super Mario gameplay is as captivating as ever. Lots of hidden goodies to discover!

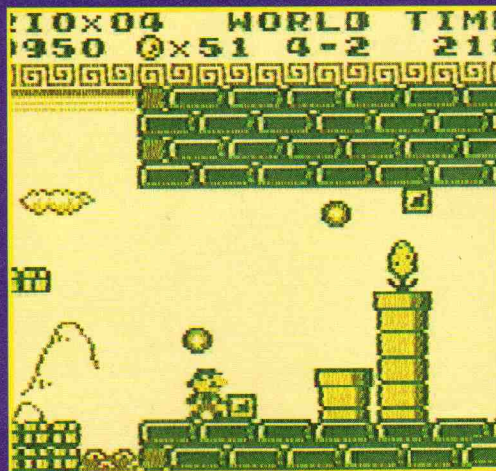


4:1 Almost home ; just got to leap the gap and butt the blocks. I must remember not to be horribly killed this time.

too easy. I managed to finish the game after a few weeks – mainly because you can pick up so many extra Marios. What's more there's even a continue option, so it could hardly be described as a tough mission. It's no pushover, but the odds are stacked in your favour (for once).

I'm continually impressed by the quality of Game Boy graphics, and Super Mario Land's are no exception. There are loads of different enemies – all of which are brilliantly animated – and the scenery on the last kingdom has to be seen to be

FIREBALLS
Continues and extra Marios mean you could finish it quite quickly. Er... That's it!



4:2 A killer trifidy type thing gets nasty. If only Mario had thought to pack his Strimmer™ he'd be laughing!

believed! True, the graphics do blur slightly when Mario runs along at full whack, but then you'll probably be too busy watching out for enemies and bonus blocks to notice (or care).

There are no complaints on the sound front, either, with excellent echoey stereo soundtracks! This is one game that demands to have the volume turned up to bus annoying levels – at least for a bit!

There's little else to say about Super Mario Land, other than if you're a Mario fan this should already be in your Game Boy collection. It's easy enough for the beginners, but big enough and good to satisfy real pros. **STEVE**

TOTAL!

SUPER MARIO LAND

Looks



There's some lovely scenery later on and all the baddies are really nicely drawn

Sounds



Up to the usual Super Mario standard with boppy tunes and slammin' sounds

Gameplay



Simply wonderful! Lots of jumping, lots of shooting, lots of collecting. Lots!

Life span



Even when you've finished it, there's still enough action to warrant a repeat

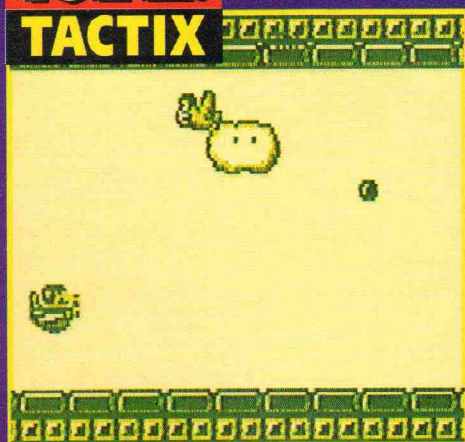
Yet another wonderful Mario game (where will it end?). You must own a Game Boy, so why haven't you got Super Mario Land?

Final rating
94
Percent

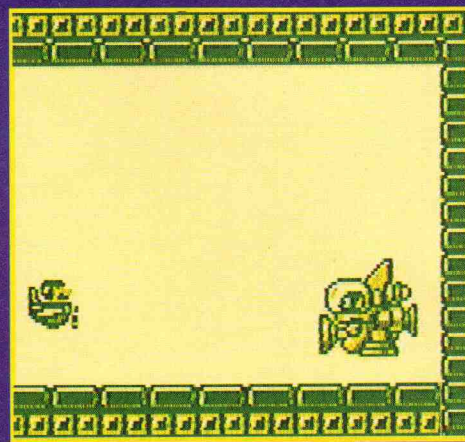
TOTAL! TACTIX

Ta ta Tatanaga!

At the end of Super Mario World lays the king of Sarasaland.



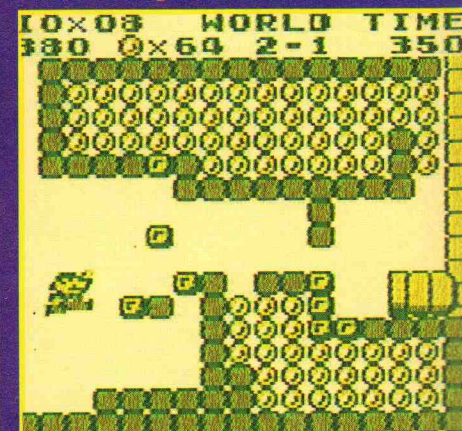
On the approach to the final showdown keep blasting the top pairs of clouds to earn a power-up, 1-up and invincibility star.



Biokinton is easy to kill, just keep clear. Tatanaga is trickier. Stay in the middle left of the screen and watch his ship!

Sssh! It's a secret

So how do I get down there then?



The second pipe found in world 2-1 leads to a secret room. All you have to do is drop down and collect those luvverly coins. Make sure to plan your route though it's easy to get stranded.



For Game Boy (1 player)

From Jaleco

Price £25

If those coily things bounce a bit too close, hop aboard a hover pad to escape.

What sort of name is Q*Bert? It conjures up images of a big-nosed geek who has nothing better to do than leap around on piles of geometric shapes changing their colour and occasionally getting squished by strangely-shaped creatures, while using small circular platforms to escape when the going gets tough.

Sorry, what was that? That's exactly what he's like? Ah, thought so. This guy's like a character from an arcade game that was out 300 years ago, only now his antics have been tarted up a bit. The glorious gameplay and eccentric enemies are still there, but the graphics are more varied, and the enemies are just clever enough to make each level that little bit harder than the last (each of 64 levels). Also

The little chap is either Sam or Slick – it doesn't matter which, they're both a pain!

the platform maps get more elaborate as time goes on, with holes and off-shoots set to trap you.

Q*Bert's stupidly simple but compulsive beyond belief. It's so damned playable that you won't want to switch off once you've slotted this cart in. **STEVE**

TOTAL!

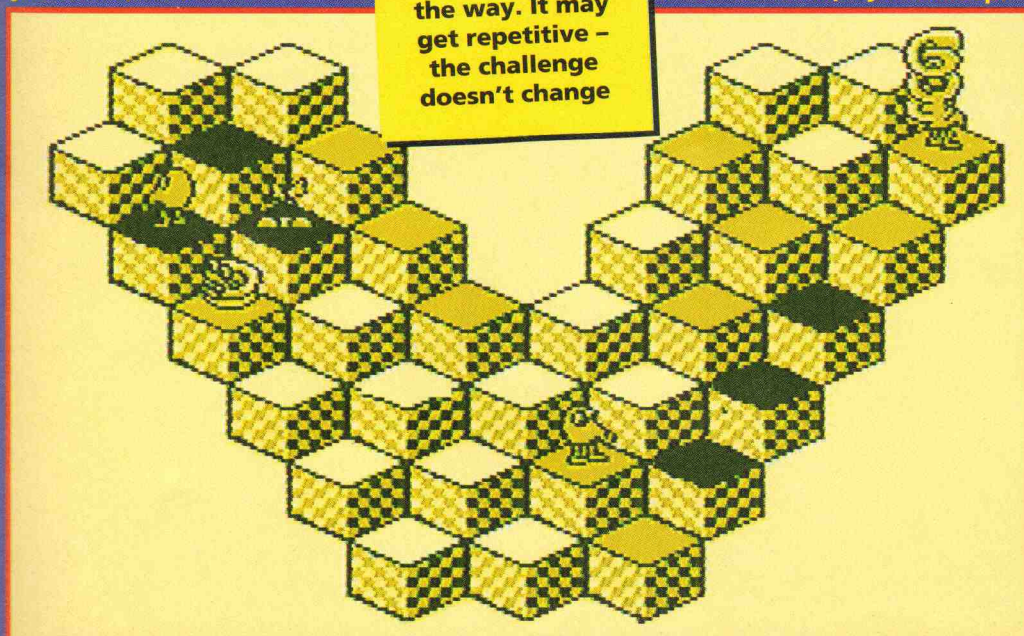
CUBES
Very addictive. The difficulty curve is just right. It's basically just wacky and wonderful

PAUSED

... So it's pretty neat that during pause, a mini version of the play area is displayed. Whoop!

BALLS
The 'movie' sequences get in the way. It may get repetitive – the challenge doesn't change

It would be nice to see he whole level, wouldn't it? Then you could plan your route...



Here's a level we've tagged together. The green blocks have been bounced on once, the black ones twice, the cherries give you extra points and the coileys are complete gits.

TOTAL! TEK-SPEX

Game	Q*Bert
Levels	64
Difficulty	Hard
Continues	None
Release date	Out now

Q*BERT

Looks



Not bad at all considering its age. Mind you, it has been revamped quite a bit

Sounds



Yep. Good sproingy, bouncy effects, and the odd quirky soundtrack. Neat!

Gameplay



Fab-o-blinkin' stonk-o-triff! (Pretty good in other words). Incredibly addictive

Life span



64 levels of increasingly difficult fun. This'll last you a long time. Hurrah!



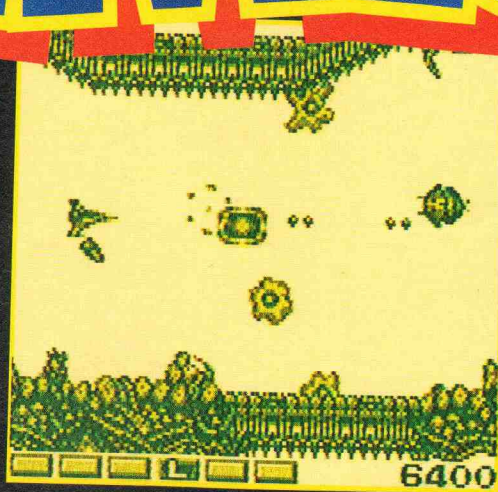
Q*Bert's an oldie, but the gameplay is timeless and with the neat little extras that have been added, this'll delight Game Boy owners everywhere!

Final rating
80
Percent

NEMESIS



Good evening this is your Captain speaking, I would like to take this chance welcome you aboard Nemesis Airways...



... We will be cruising at height of 12 000 feet, stopping occasionally to collect power ups and to kill things in large numbers...



... If you look out of the port window you will see the famous Easter Island coinopian people who are, erm, shooting at us!

For Game Boy (1 player)

NEMESIS fans will already be familiar with this game under its well-known alias of Gradius. It's a conversion of the sideways-scrolling shoot 'em up that pioneered the use of power-ups in the arcade. Some of the levels have been changed or rearranged, but essentially what you get is still Nemesis.

The objective is simple enough – reach the end of five levels of increasing difficulty, blasting waves of aliens to reveal tokens which you collect to

provide your initially weedy spaceship with ever-sexier weaponry. You can collect speed-ups, air-to-ground missiles, double fire (shoots diagonally up and forward at the same time), laser guns (a powerful beam which slices through whole waves of enemies), the curiously-named

From Konami

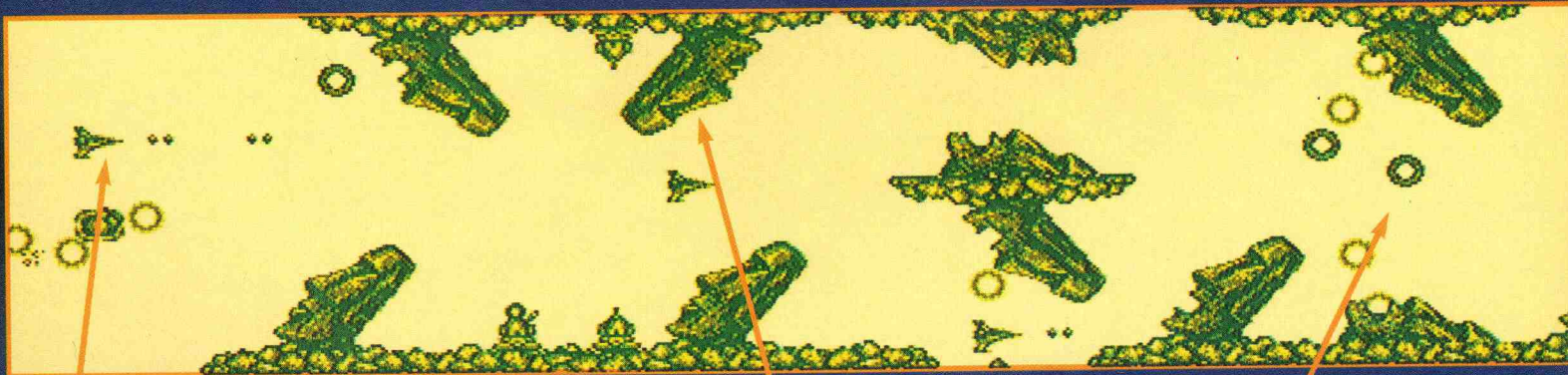
Price £25

GOODIES
Superb version of a classic coin-op. The set-up screen allows even novice blasters to make the most of it. You won't beat this in a day!

'options', which provide up to two invincible pods (these mimic the ship's movements and fire the same weapons in sync) or a '?' which turns out to be a force field, protecting your ship from collisions with enemies and their bullets.

In fact you can accumulate all of these power-ups (except laser and double shot –

A funny thing happened on the way to the forum



You see that ship, that piddly little weedy looking grey thing - that's your ship that is!

How do you know that the aliens on this level have dandruff? Because you can see their head and shoulders! Boom, boom!!!

Quite why this big stautey thing is spitting Polo's at you we may never know, but being hit by a small VW is real painful!

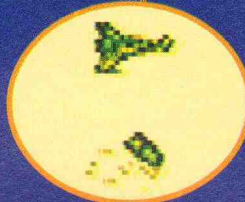
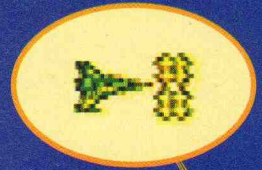
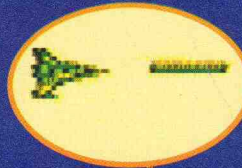
Today we have the naming of parts!

Power ups make life easier - or at least last a little longer!

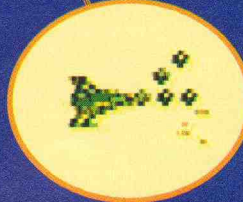
Laser - don'tch ya just love beam weapons.

Force Shield - shrugs off bullets with ease, at least for a while.

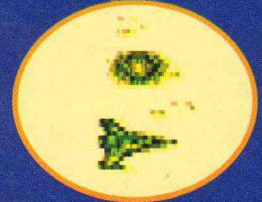
Speed-up - an absolute must for cowards



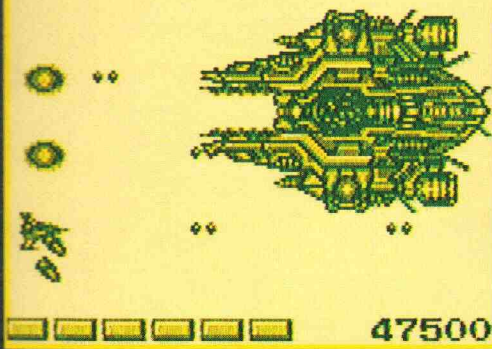
Missiles - these lil' smart bombs are just that - Smaarrt!



Double fire - kills baddies in those awkward little places.



Options - offers you two dead hard drones with their own guns.



Now look here young alein fellow me lad - it didn't say anything on the tickets about facing petrifyingly huge machines of death - ah I see the small print... blast!

TOTAL! TEK-SPEX

Game.....	Nemesis
Levels	5
Difficulty	Easy, medium, hard
Continues	Three
Release date	Out now

it's one or the other) at the same time! Be careful, though, because if you die at any point all your power-ups are taken away from you!

At the end of each section you have to defeat a giant enemy ship or structure (frequently more than one!), and when you defeat the fifth one you've won. Simple as that. You wish...

The main 'competition' in this field is Game Boy R-Type (which scored 86% in our first issue), but Nemesis walks all over it. It isn't as pretty as R-Type, but in terms of pure blasting gameplay it's miles ahead. You get more variation, more scope for tactics (such as choice of power-up), but most importantly of all you get a tougher challenge.

BADDIES
Better to have an exact copy of the coin-op instead of the new levels. Death results in the loss of all your power-ups, which is always a pain

Some players can finish R-Type in a couple of days on Hard level, but even on the easier of Nemesis's two settings you'll be plugging away for ages before you get to the end. Amateur blasters can also take advantage of the set-up screen which allows you to practice on all the levels and give yourself up to 99 lives. Of course, if you want to see the end sequence, you'll have to play it properly...

Although it changes a number of the original features of the coin-op's, Nemesis still manages to keep the feel of the original. While other shoot 'em ups may have better graphics or more levels or pokier weapons or whatever, nothing so Game Boy title has managed to pull off the arcade gameplay balance or sheer playability of this ultra-sexy blaster. The

bottom line is really quite simple - if you've own a Game Boy and want 'arcade quality' gaming then you've just got to get Nemesis. **STEVE**

TOTAL!

NEMESIS

Looks



Very pretty indeed with loads of detail, although perhaps just a tiny bit fiddly

Sounds



Great reproduction of the coin-op sonics, with fabby tunes and zappy FX

Gameplay

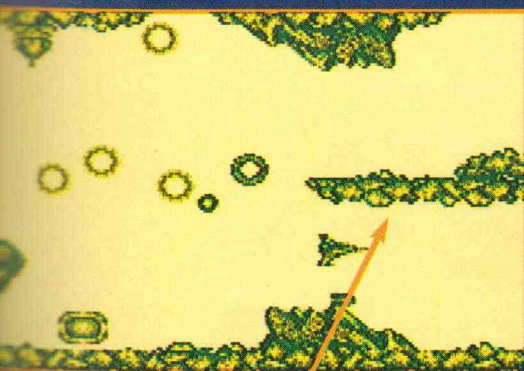


More fun than R-Type and a lot more challenging too. A classic blaster!

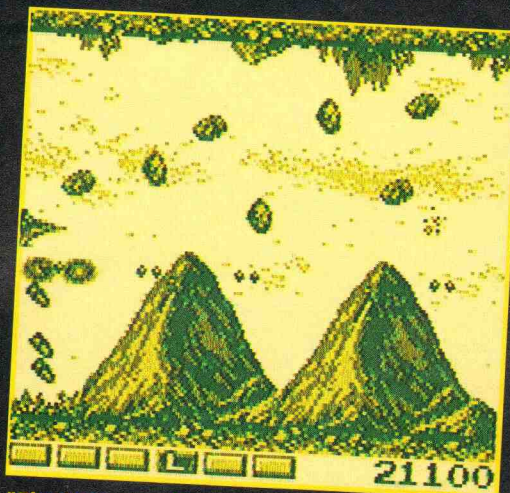
Life span



The second difficulty level is hard enough to keep you going for weeks



That losengey object is a Power up. Dead useful they can also leave you just plain dead. Is it worth the risk - yessh!



"The hills are alive" Maria bellowed, as she straffed the Alpine range. "If only I'd had one of these in the movie" she pondered!



Shoot 'em up fans will be playing this one forever. It's definitely the Game Boy's best blasting action with the fastest action and meatiest power-ups!

Final rating
92
Percent

For Game Boy (1-4 players)
From Bullet Proof Software
Price £25

Prepare to experience some of the best 3D graphics ever, ever seen. And I'm not just talking about on the Game Boy – Faceball 2000 has got graphics to rival any console you may care to mention.

The action takes place in a 3D maze as you fight it out against the grinning Smiloids. In fact playing Faceball 2000 feels a lot like you've just been warped into a giant game of Pacman. But we all know that looks can be deceptive so what we *really* want to know is whether the game underneath the gloss is worth playing. Well, the good news is that this is a fast, furious and mind-bendingly challenge.

There are two modes of play, depending on whether you're linked up to any other Game Boy owners or not.

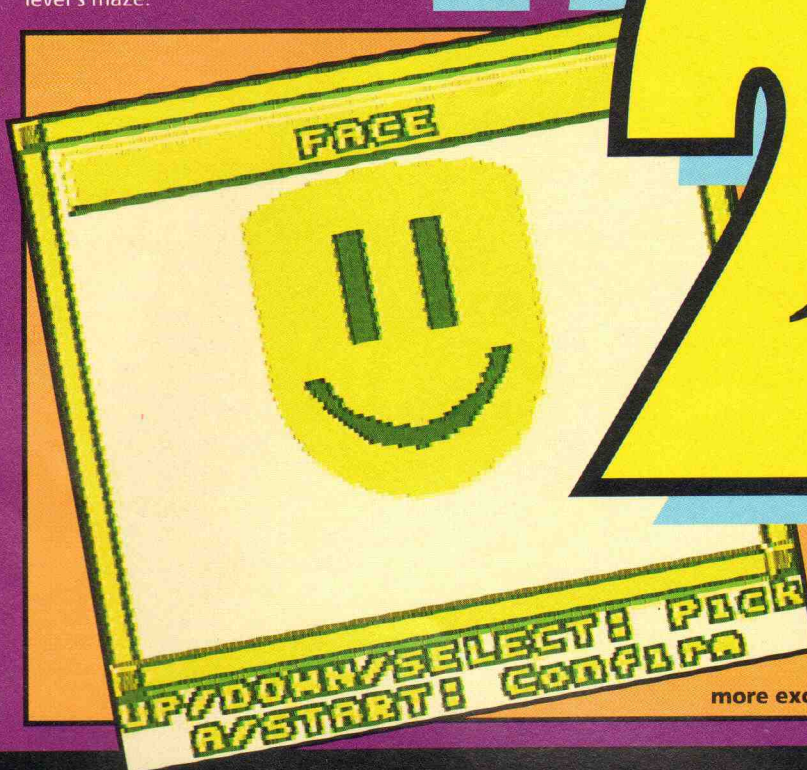
In Arena mode up to four players get to take each other on simultaneously. The idea is to dash, creep or aimlessly wander (though the first two are more preferable) around a series of different mazes, shooting your opponents without getting shot yourself. The first person to get ten shots – or tags – on his opponents is the winner. In single



player mode you have to explore your way through a series of mazes, taking on computer-controlled Smiloids hunting down the flashing exit which will take you to the next level's maze.



FACES
 Fantastic graphics and superb gameplay combine to make Faceball a real classic



Up to four Game Boys can be linked to make the Arena game that much more exciting. Choose a face...

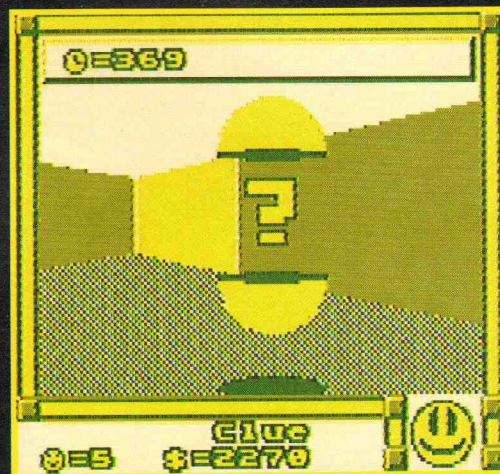
TOTAL! TEK-SPEX

Game	Faceball 2000
Levels	4
Difficulty	Hard
Continues	Save game
Release date	Out now

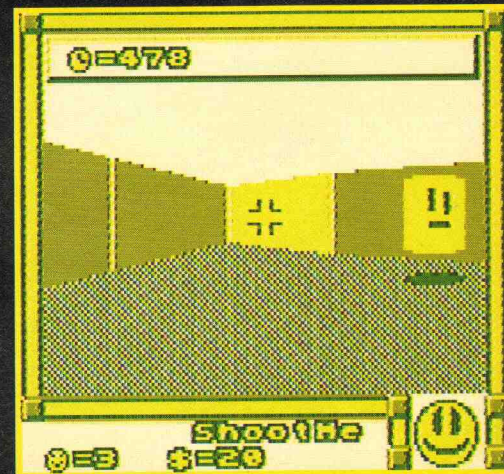
Exit the Cyberzone – escape the maze



The aim in the Cyberzone is to reach the exit at the end of the maze within a time limit. Early levels are pretty empty, but as you can see, the mazes soon fill up with enemies.



Never mind. Whenever you see one of these pods, run into it and it'll open. Who knows? You might find weapon enhancers, extra energy or maps of the mazes inside.



And if you stop smiling like a half-crazed gimp and get on with the job in hand, you'll eventually get to a flashing exit door like this. Go through to the next maze.

FACEBALL

BALLS
Er... it's difficult to fault this game really - if anything it's a bit on the pricey side I suppose

As well as the fiendish Smiloids there are special objects and power-ups lying around.

Shields, Smiloid freezers, first-aid plasters (yes, they come in the form of Band Aids) extra lives, maps to guide you out of the maze, clues as to what you should aim for next, speed-ups and weapon power-ups can all be found just lying around on the floor. Which all adds up to a the kind of game you've just got to play again and again.

What starts off as an easy job of wandering around until you stumble across an exit soon powers up into a real tough challenge. The Smiloids get faster and the mazes more complex as Faceball 2000

TOTAL!

STEVE

FACEBALL 2000

Looks



■ Filled 3D visuals move as good as they look - the best you're ever going to see

Sounds



■ Standard sound effects here, but then the action's so brilliant who cares?

Gameplay



■ Zap Smiloids and avoid taking hits as you explore nightmare mazes - what fun!

Life span



■ Four-player option offers bags of challenge to test you and yer mates to the full

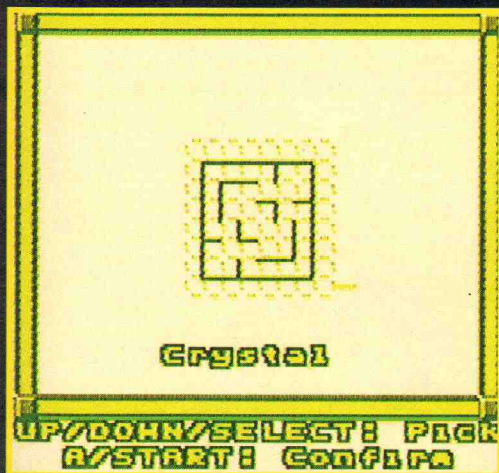
With graphics you could frame and addiction you could bottle, this is one cart that all Game Boy owners should never ever be without!



Final rating
93
Percent

... Wait for your friends to choose theirs, then battle it out to your heart's content. This option is fab!

Enter the Arena - fight for your lives



Pick the Arena option and there's no way out. It's just you, and an enclosed maze full of psychotic smilers. Choose the Faceball you want to be, then select the maze.



Stop grinning at me you vile, cylindrical loon. Right, that's it, if you don't stop smiling I'll blow the living crap out of you. Ready, aim, fire! Ha! That'll teach the berk.



Unfortunately, all the weirdos in this maze are good friends. After seeing his chum murdered, Turkey crept up behind me, and wished me a nice day... with his gun.

TENNIS



For Game Boy (1-2 players)

From Nintendo

Price £20

The beauty of tennis simulations is that you know the umpire's decision will always be right. That way you don't have some wibbling berk like McEnroe shouting, 'That ball was IIIIN!'. No, instead you get some wibbling berk like Steve J shouting 'AAARGH! This game's not working properly! That ball was definitely in!' – even when it quite patently wasn't.

There are squillions of tennis sims for various machines out there and one or two have been real gems, but I can honestly

say with my hand on my heart (*Or the space where it's supposed to be – SJ*) that this is one of the very best. True, there are no doubles matches to be played or different surfaces to play on but what Game Boy Tennis lacks in set-up options it more than makes up for in terms of sheer gameplay.

When you first take a swing at it, the odds seem stacked against you. The computer opponent seems to be able to aim the ball wherever he (*well I suppose it is a Game Boy – SJ*) likes, while you just swipe and hope for the best. This

Excuse me sir, but aren't you Mario? I thought so. But what makes you an expert tennis umpire all of sudden?

doesn't last long though. After a few minutes play you start to pick up the various skills needed to perform backspin and topspin shots, lobs, volleys, and rocketing returns the like of which is only ever seen at Wimbledon – the tennis tournament that is, not the football club, although now I think about it...

Anyway, the best part about GB Tennis is the ease with which you can conjure up these shots. As soon as you swing for the ball you have to push the joypad around to determine the type of shot to be played. Push up for top spin, down for backspin

UPPERS
Wonderfully simple, yet brilliantly effective control mechanism. Four well-graded difficulty settings

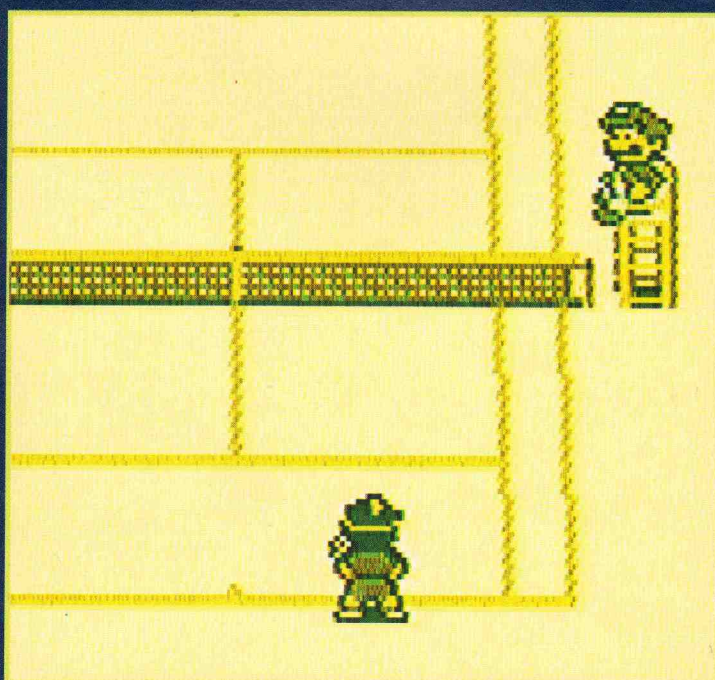


Going for the grand slam!

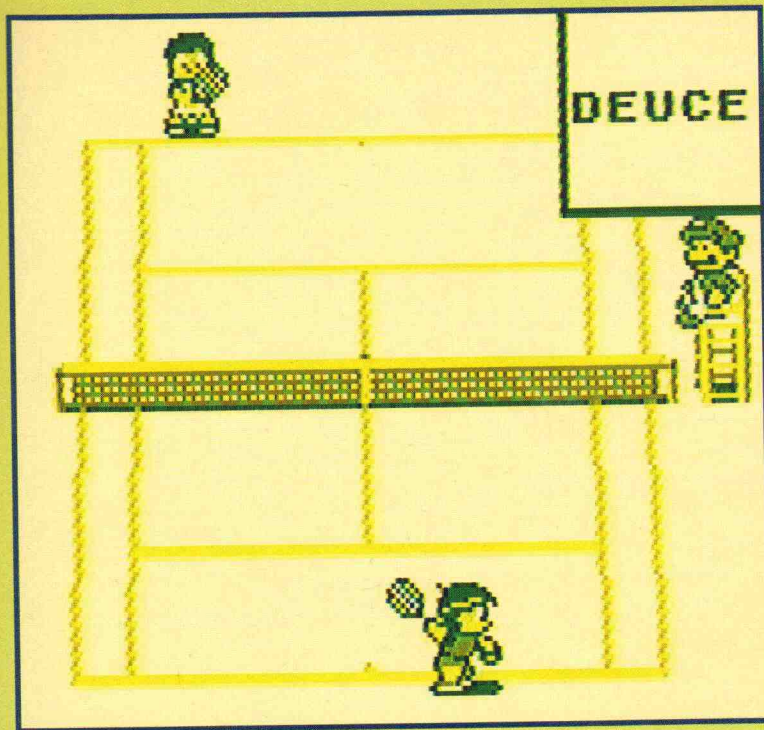
Tennis is a hard game to cheat at on the Game Boy. I mean you can hardly find a secret level, a bonus room or weird power-up. There is an easy to rack up the points though, so you can ensure that in those tough little encounters you have an edge. It may look silly, but trust me I'm a doctor...



To win those vital points, just start to serve as normal. Throw the ball up and get in position. Keep an eye on the ball as it goes up and make sure you're stood directly underneath...



...the ball as it drops. Just try to get it to land on your head. Then something wonderful happens – you win the point. Quite why Jeremy Bates hasn't mastered this trick remains unclear!



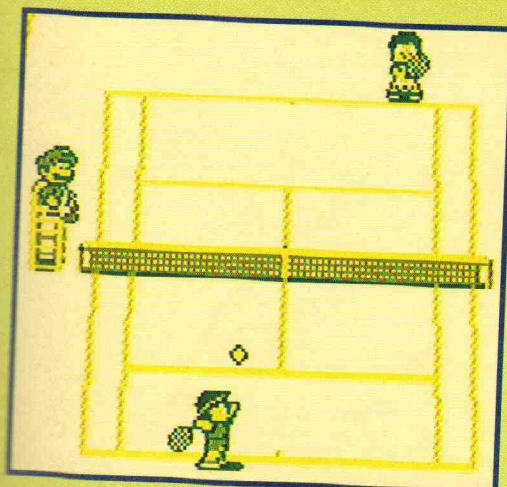
Deuce! Isn't that what those American chappies call a two in cards? Anyway things are getting pretty tight, I need this shot if I'm to hold my serve – and not be beaten hollow by a CPU!

you can pick up all the tricks of the trade without reading the manual, although if you're not sure about the effect each type of spin has, the background reading may prove useful.

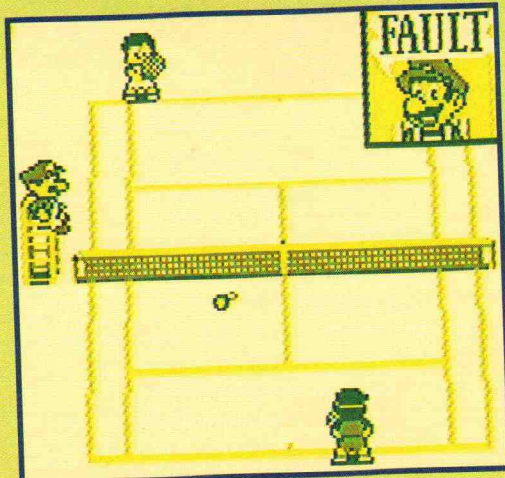
There are four difficulty levels when you play against the computer. Even level one is quite challenging for the novice, but once you get the hang of it, it shouldn't be too much of a problem. Fortunately the increase in difficulty between the four levels is just right. The opponents in level two are slightly more skillful than those in level one, and not only that but by the time you reach level four they're both better and faster than before. And surprisingly, for computer opponents, they play a better tactical game too and don't just rely on speed and strength.

But by far the best feature is the link-up option.

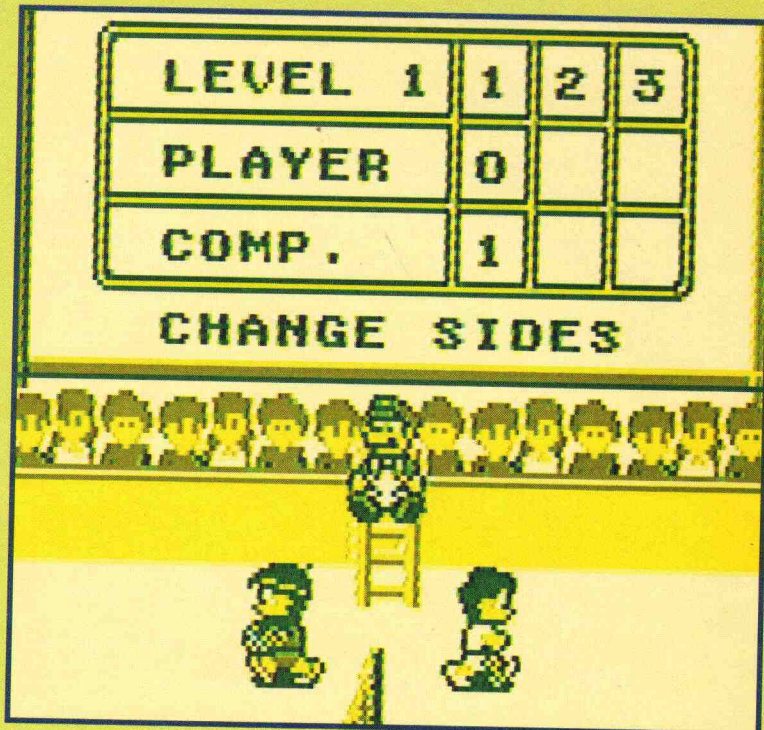
DOWNERS
Doubles matches and different court surfaces would have improved it



Remember what your coach said. Bung the ball up, swing the bat and grunt a lot as you hit it (which is the tough part).



At long last a decent umpire! What does mean it was against me? Are you blind or something – it must be my point, I'm British!



And you join us here for the final of the High Wycombe Open. Player 1 has fallen behind early on. Oh and by the way we've cancelled that really good movie for extended coverage.

Tennis has slick graphics, sound and gameplay. Basically buy it... No. Instead buy two, find another Game Boy owner and treat yourselves. **ANDY**

TOTAL!

TOTAL! TEK-SPEX

Game	Tennis
Levels	N/A
Difficulty	Four settings
Continues	N/A
Release date	Out now

TENNIS

Looks



■ Excellent animation, and realistic ball movement. Otherwise a bit bland

Sounds



■ Super, triff and brill. Good tunes and sound effects. Cheering crowd is great too

Gameplay



■ Almost faultless, apart from the faults I can't quite put my finger on

Life span



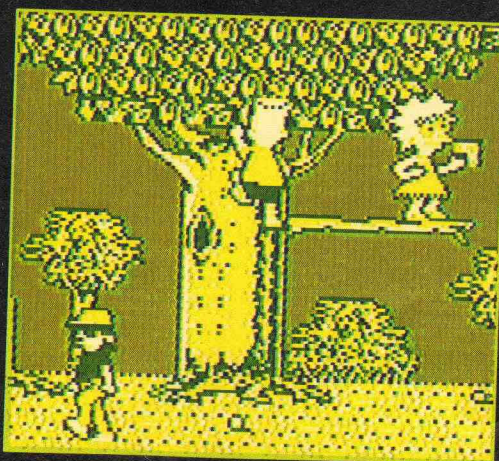
■ Four difficulty settings and a superb one-on-one option make this a long lifer

Stunningly simple tennis simulation, but one which plays much better than those on bigger machines. What do I think of it? Love all!

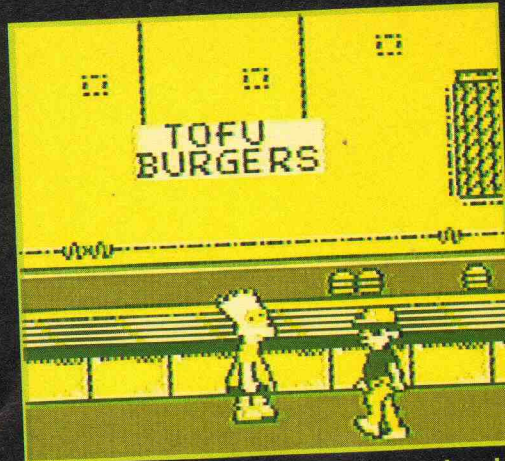




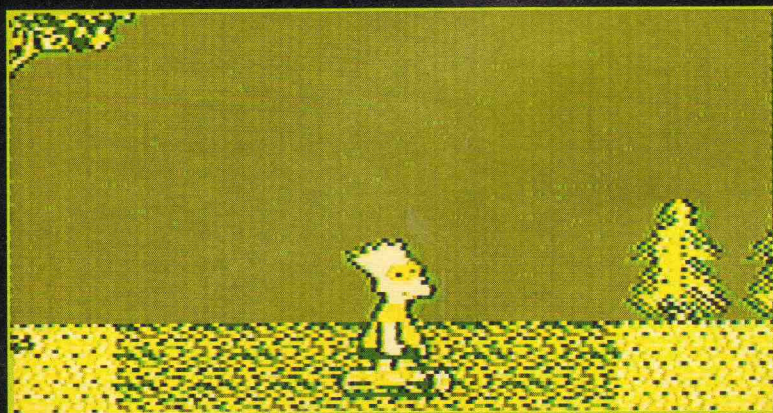
This is the geek in charge of Camp Deadly - Commandant 'Ironfist' Burns. He hates Bart, he hates his sister, and he's trying to make sure they both have a miserable time - starting with a game of 'Capture The Flag'.



At the start of Bart's one-man battle against the rest of the camp, his only defence is to gob at people. Thankfully, he soon finds his sister who's brought a stack of boomerangs so Bart can at least go down fighting!



A couple of captured flags later, Bart breaks for lunch. Since his 'meal' consists of Tofu burgers, broccoli spears and apples, Bart's more interested in hurling the stuff at his opponents than in actually eating the crap!

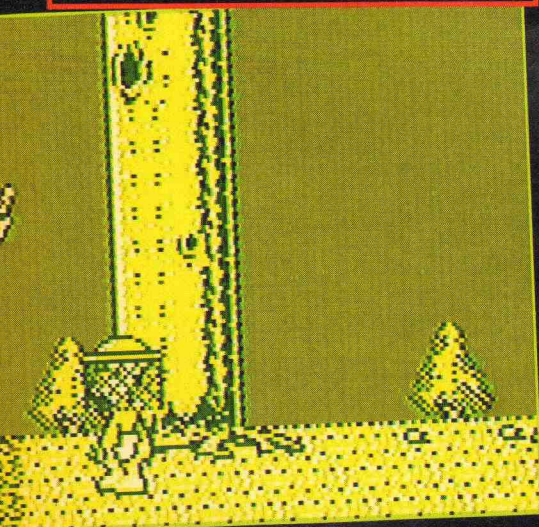


Bart takes the easy way across the river aboard a floating log. He's too cool to swim, and if he gets his threads wet, it's bye-bye Bart!

BART

TOTAL! TEK-SPEX

Game	Bart - Camp Deadly
Levels	4
Difficulty	Easy
Continues	None
Release date	Out now



For some reason, the coolest kid in Springfield has a strange liking for Krusty the Clown - some sad old gimmer in make-up. Anyway, whenever Bart sees a Krusty face he should collect it for an extra life!

For Game Boy (1 player) From Acclaim Price £25

After seeing off the evil Space Mutants, Bartholomew J Simpson should have been looking forward to a nice, quiet summer, away from the rigours of school, homework and saving the planet from pesky alien invaders.

Unfortunately for Bart, his loving parents have booked him and sis Lisa into a summer camp. But this is no ordinary summer camp... this is Camp Deadly (shock!). Run by Ironfist Burns (gasp!). With Nelson the bully and his cronies as bunkmates (double eek! with a side order of aarrgh!).

As you can imagine, the only thing Bart wants to do at summer camp is get out, escape, go home and not be there. And you've got to help him bust out of the joint.

Just like his mutant-mashing adventure on the NES, this is a jump, shoot 'n' collect 'em up, where Bart scurries from left to right through long scrolling scenes. He can jump over obstacles and baddies, climb

Escape From

trees and throw things to protect himself from the constant bully-bashing (luckily Lisa smuggled some boomerangs in for just such an occasion!).

Before attempting his escape via Mount Deadly and the local nuclear power plant (owned by Ironfist Burns' uncle Monty), Bart has to survive the dreaded camp food and get through a deadly game of 'Capture The Flag'. And, once again, it's Bart versus everyone else!

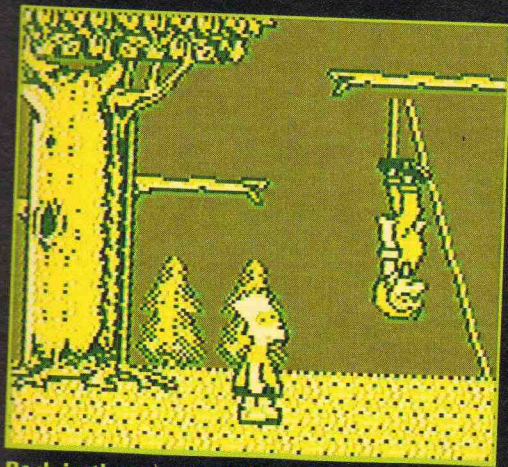
Well, no marks awarded for original gameplay here, but there's something very unput-downable about Escape From Camp Deadly. The controls are and responsive and once you learn when to attack, when to jump and when to run away, you'll soon start making decent progress.

Also, the difficulty level is well graded so that every time you play Bart gets just that one step nearer to freedom, making you have just one more go.

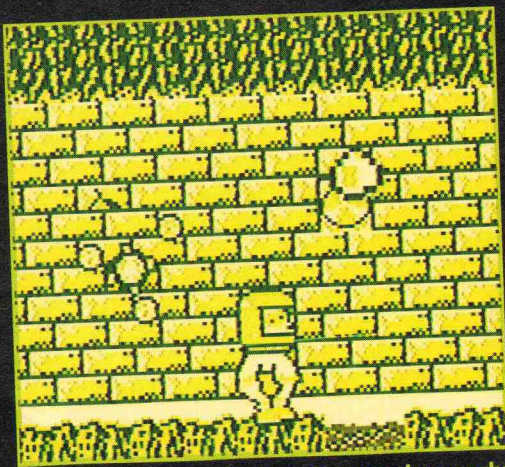
Hit points also help the playability because you die in bits rather than getting snuffed out in one go. Bart has plenty of chances to pick up extra hit points, so

BOOMERANGS
Gameplay is simple, but well thought out and has some nice touches. Great sound, smart scenics

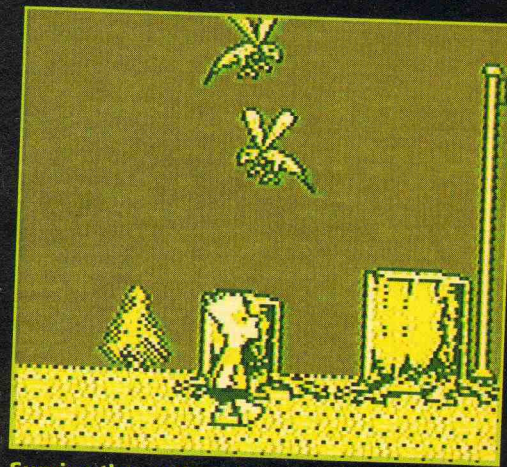
BEES
Good gamers will probably romp through it! Not much here to challenge the grey cells



Back in the great outdoors, Bart finds a trap set to catch Madman Mort the axe murderer. (I'm not sure whether this is Mort or not, but a well-placed boomerang soon gets rid of this blokey).



Ironfist Burns' uncle Monty owns the nearby nuclear chemical plant, so Ironfist lets him dump his waste in the woods (don't do this at home, kids). Here Bart has to avoid the mutant spiders and globs of toxic sludge.



Survive the nuclear dump and Bart's first really tough opponent appears. These ruddy great hornets are well-hard to defeat. You need to jump, throw your boomerangs at an angle - and hope to hell they don't miss!

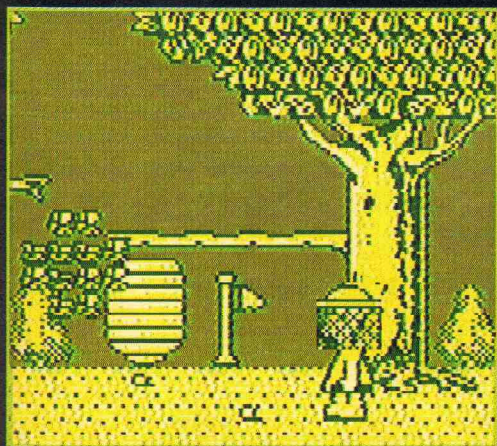
SIMPSON'S

Camp Deadly

with careful play you can come back from the brink of death - but you have to be real careful.

I don't think you'll be playing Bart Simpson for months and months - it's not massive - but with its digitised speech and smart visuals it proves to be yet another stonky Simpsons sim'. **STEVE**

TOTAL!



Every time Bart enters a treehouse and defeats its owner, Lisa gives him a present. F'rinstance, duff up Blindsight Bill and Lisa's bee-keeping hat means that Bart can collect this flag no sweat (and no stings).

BART SIMPSON'S

Looks



Very smart woodland backdrops and the animation is generally tidy. Not too blurry

Sounds



The Simpsons tune warbles on a bit, but the sampled speech is pretty impressive!

Gameplay



Simple jump 'n collect stuff, with good controls and lots of nice touches

Life span



Well-graded difficulty means that you keep on coming back for one more go!

Final rating
92
Percent



TOTAL! TACTIX

BLINDSIDE BILL'S TREE HOUSE



Here's how to defeat the first tree-house bosses. Blindsight Bill: throw a boomerang away from Bill, then jump over him so he turns round and gets hit in the back. Rebound Rodney: throw a boomerang away from Rodders, then jump over it on the rebound!

Lucky old Bart seems to star in all the decent carts! Gameplay might be dead simple, but it looks good, sounds good and plays like a dream. Stick at it for a couple of minutes and I guarantee you'll be hooked!

BILL AND TED'S

EXCELLENT GAME BOY ADVENTURE

Bill And Ted's Excellent Adventure bears no relation whatsoever to either of the movies, and is actually just an arcade platform game in a very old style.

So what's the big idea?

Well, Bill and Ted find themselves with the job of travelling through 50 single-screen levels of platforms and ladders

BODACIOUS
Great difficulty curve which starts off easy but gets pretty mean - you've just got to go back for more!

BOGUS
Maybe (just maybe) a fraction too generous with the lives and continues for its own good

and things, divided into 10 worlds, collecting artefacts. Each screen has to be cleared completely of these before the time-travelling telephone booth appears to whisk them to the next level.

Bill and Ted have to negotiate crumbling platforms, static obstacles, disappearing floors and a vicious time limit, all of which seem to be there for the sole purpose of making life short.

Bill And Ted is really as much of a puzzle game as it is a platformer. You have to plan each level carefully, and then be extremely nippy on the joystick.

It's so fast-moving, the controls are instinctive, and the screen is so sharp and uncluttered that every time you get killed you simply curse yourself for

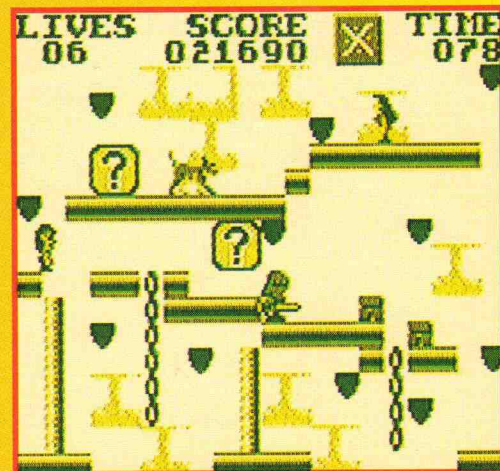
being so careless and dive straight back in to try again. You know you're definitely going to get it right next time, honest - well maybe!

STEVE

TOTAL!

TOTAL! TEK-SPEX

Game.....	Bill and Ted
Levels.....	50
Difficulty.....	Medium
Continues.....	Passcodes
Release date.....	Out now



So go on then Bill S Preston Esq do your funky level solving type thang.

BILL AND TED'S

Looks



Basic but pretty sharp - there's a lot of character in those tiny graphics

Sounds



Fine tunes and jingles plus respectable FX, but nothing to set the heather on fire

Gameplay



Well spiffy - this classic platform action gets you hungry for more... and more!

Life span

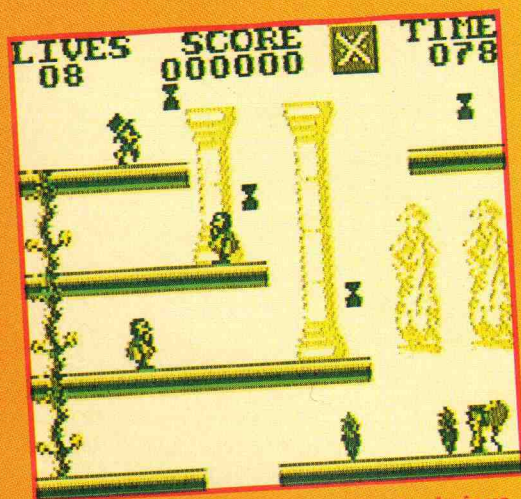


You probably won't bother with it much after completion, but that'll take weeks!

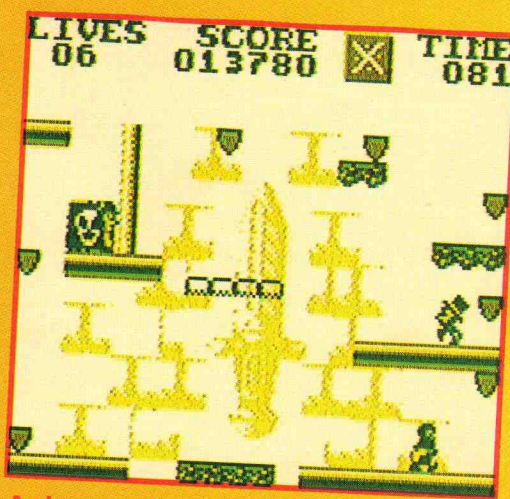
Completely fabby platform game that's exactly the kind of thing the Game Boy does best. This is indeed an excellent adventure!



Final rating
91
Percent

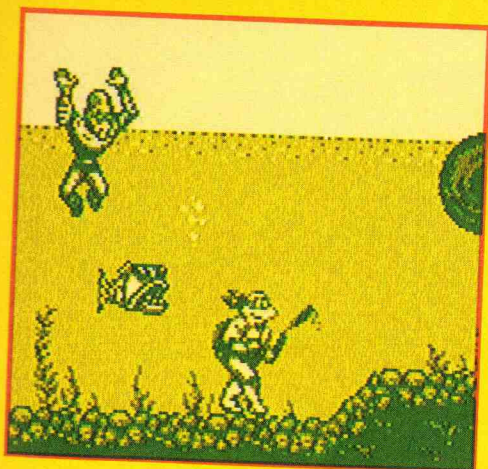


Those guys are history, well that's obvious, we are dealing with time travel here folks EVERYBODY is history - already!

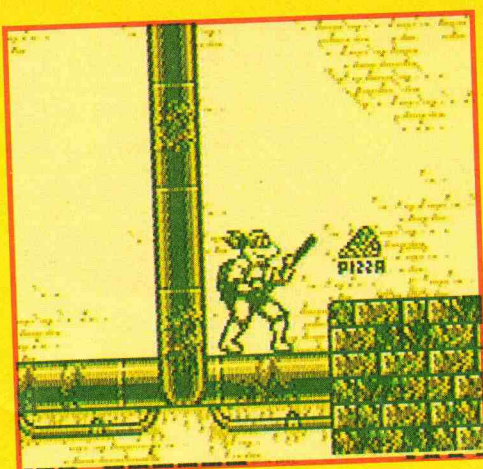


A phone, a phone, my kingdom for a phone! Well Rufus isn't going to bring it until you totally finish the level. Excellent?

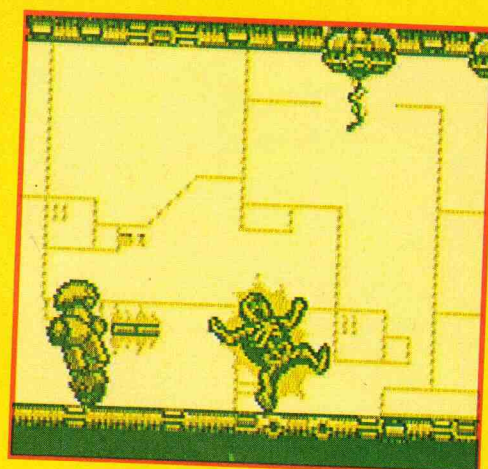
For Game Boy (1-2 players) From L.J.N/Nintendo Price £25



Without warning the heroic Turtle was bitten in the back of the head by a refugee from the cast of Stingray.



Meanwhile young Leo marvelled at recent developments in pizza technology. "Just how do they make it float?" he pondered



And watch out for these 'orrible force field thingies as they hurt - a fact you'd never have guessed from this piccy

TURTLES

One good thing about this Turtles game is that it is totally original. It's not based on the film, the arcade machine or the NES game. This time April has been kidnapped by Krang and his gang. You take control of this awesome four-some to get her back!

The action is the standard beat 'n' shoot fare, as each Turtle walks and somersaults through five scrolly levels. You guide one Turtle - so you effectively have four lives - each brandishing his own distinctive weapon and some shurikens for long range attack.

SPLINTERS
Great graphics, great sound, great gameplay, greaty, greaty, great!

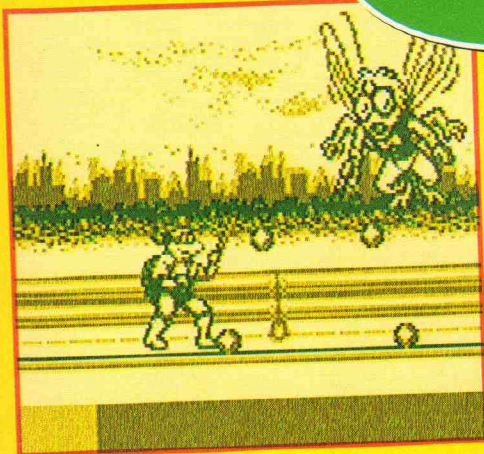
SHREDDERS
A little repetitive in parts, and the level select option is a bit silly

Each level teems with gangly looking mutants so the action's non-stop. There are dozens of baddies that try to de-shell you, like hovering bugs, bum-biting fish and massive biker loonies!

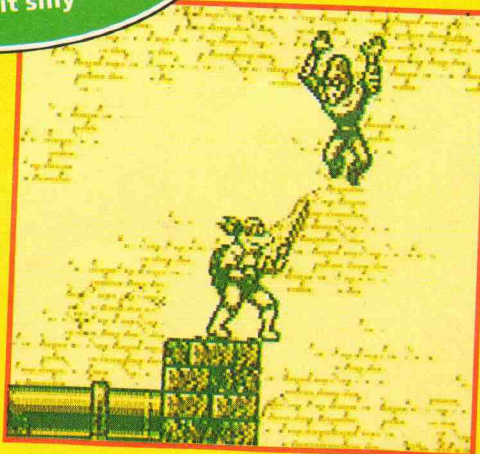
Each level's composed of several sections with one of the better known mutants - Be-Bop and co - at the end.

The Turtles look amazing, both in the way they move and their size, they even sound turtlely brilliant!

Finishing one level is easy, but getting through them all in one go ain't. So even those who hate the Turtles should turn a blind eye the stars and enjoy this punch out. **TOTAL!** ANDY



"Come into my parlour" said the gigantic mutant fly to the slightly less mutanty turtle - or something like that anyway!



Look pal, are you surrendering or what? Ah... and you're sure that you've fully thought through the surrender option...

For Game Boy (1 player)

From Konami

Price £25

TOTAL! TEK-SPEX

Game	Turtles - The Foot Clan
Levels	5
Difficulty	Easy
Continues	3
Release date	Out now

TURTLES

Looks



■ Huge, well-animated sprites and imaginative scenery make this a visual treat!

Sounds



■ Excellent Turtles soundtrack and very meaty sound effects add atmosphere

Gameplay



■ A bit repetitive, but basically a cracking beat 'em up (right I'm off for another go)

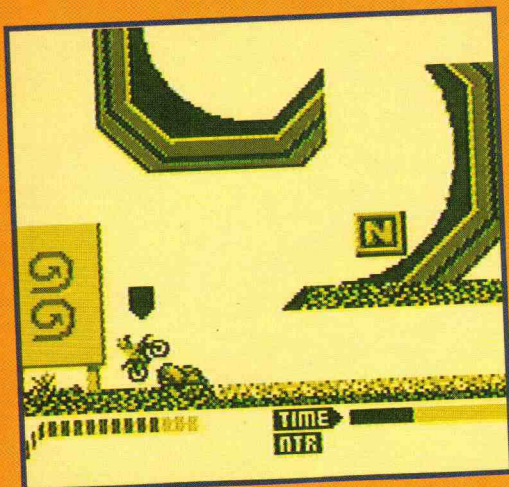
Life span



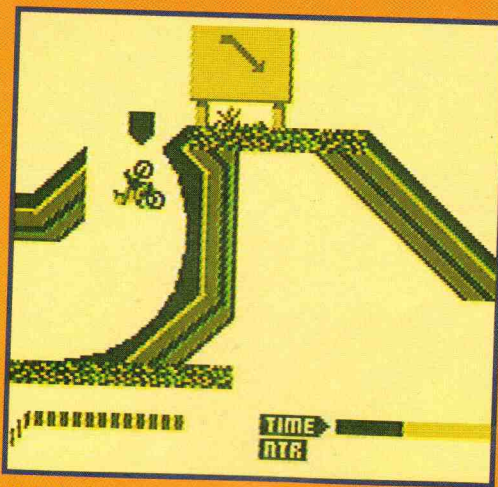
■ Selectable levels make it a doddle. But play it properly and the challenge is big

I'm not a massive Turtles fan but this is great. The graphics are excellent, the sound is well funky and what's more it's playable beyond belief.

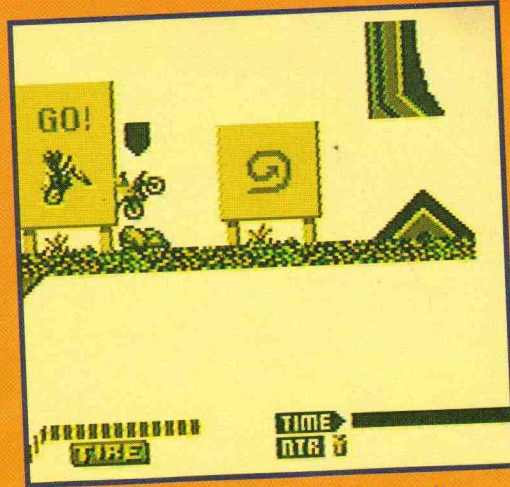
Final rating
91
Percent



Hmm... I think I've taken a wrong turn. The chippy should be around here somewhere an- WHOA! Someone's left a ruddy great rock in the middle of the high street!

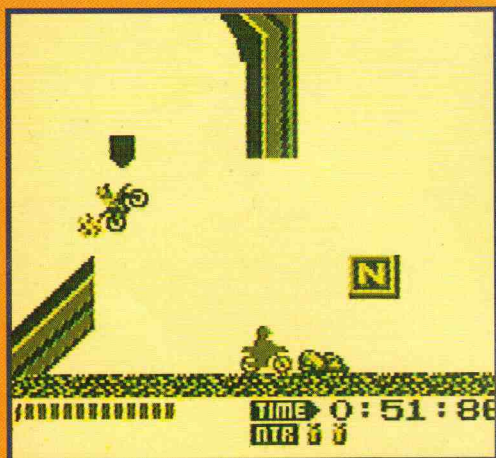


Hold on - I don't even think this is the high street. What's this enormous building with a slopy front? WAAAH! I've come over all vertical and my brakes aren't working!



Phew! Well I survived that but now the ground's gone all bumpy and (oof!) there's another great rock. What's that spiral sign mean? Roundabout? Loop the Loop!? Aaa...

MOTOCROSS



This is a piccy from the two-player Link game, where you race head-to-head. The little silhouette is your opposition, allowing you to keep track of his movements. This chappie also appears when you play against the Game Boy opponent.

For Game Boy (1-2 players)

Vroom! Vroom! Screech. Wheee. Zoom. Er, the review's started has it? I thought it started lower down. Sorry guys, you can ignore this paragraph, I wasn't ready.

Motocross Maniacs is a race 'em up loosely based on the sport of motocross, which involves riding a motorbike round muddy banks, up ramps and so on. I say 'loosely' for reasons which will become apparent from the screenshots. The game sends your bike shooting into the air, hurtling up a vertical slope, performing a loop-the-loop and landing on a higher platform. Not *really* the sort of thing anyone is likely to attempt down at your local dirt track.

Okay, let's talk figures. There are eight different tracks and you can attempt them in any order, but you'd be well advised to stick with the proper run of things.

From Palcom

Price £20

This is one game that has the difficulty pitched just right: you spend ages struggling to master the first course, then an equal period getting to grips with course two, and so on. This is mainly because you have to master new techniques on each successive course.

Throw in three different skill levels and three distinct modes - solo time trial, race against the computer and two-player Game Link mode - and you've got a game that oozes long-term appeal.

You race across an obstacle-laden course. Rocks, ramps, loops and various other platforms must be tackled using four special moves (accelerate, jump, wheelie, turbo boost) in combination. The ground's covered with patches of sand that slow you down and to avoid them you must keep to the higher platforms, which is far from easy.

WHEELIES
Fast action, loads of courses, head-to-head and perfectly suited to the 'Boy!

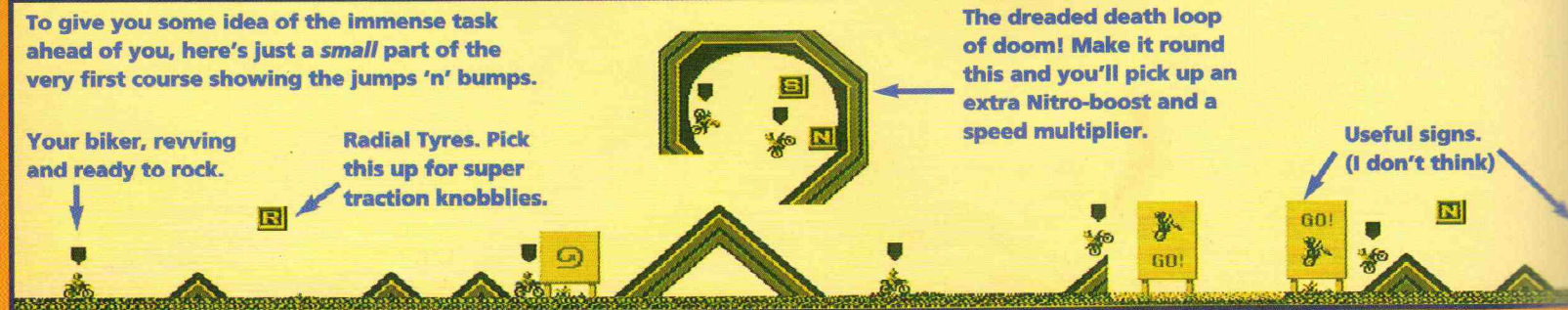
To give you some idea of the immense task ahead of you, here's just a *small* part of the very first course showing the jumps 'n' bumps.

Your biker, revving and ready to rock.

Radial Tyres. Pick this up for super traction knobbles.

The dreaded death loop of doom! Make it round this and you'll pick up an extra Nitro-boost and a speed multiplier.

Useful signs. (I don't think)





MANIACS

Any criticisms? Well, not really. Motocross Maniacs is so addictive it ought to carry a Government health warning. Each time you play you progress further: every obstacle is a challenge you must return to until you've perfected your gameplay. With the number of tracks, levels and modes this is one cart that definitely *won't* be lying in the cupboard a month from now.

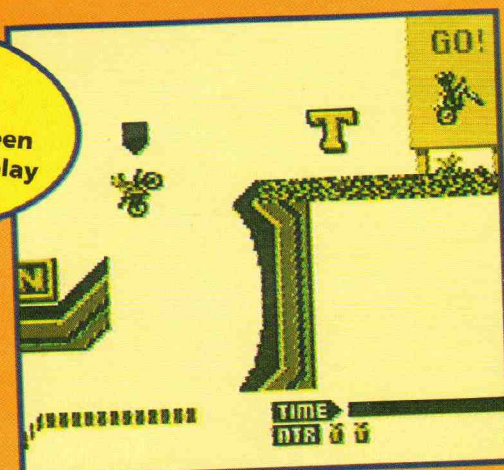
STEVE

WALLIES
Visuals could have been meatier. Tricky gameplay can get infuriating

TOTAL!

TOTAL! TEK-SPEX

Game	Motocross Maniacs
Levels	8
Difficulty	Variable
Continues	None
Release date	Out now



Our dirt biker is just about to complete another death-defying stunt and will either: 1) Collect that 'T' icon to add vital extra seconds on his time-o-meter, or 2) Smash himself to a pulp on a large concrete 'T' which the opposition have planted there.

MOTOCROSS MANIACS

Looks

■ Tiny sprites but incredibly detailed, with smooth, fast scrolling. It's got the lot

Sounds

■ Rousing tunes, a brill 'kerpow' turbo kick-in and some smart stereo panning

Gameplay

■ Unbelievable. It's a race, it's an obstacle course and it's totally action-packed

Life span

■ Eight increasingly tricky courses, some killer time limits - a challenge and a half!

If this was simply a race against the clock, it would probably still make for an ace game. Add a computer opponent, and it's a racing certainty!



Final rating
91
Percent



For Game Boy (1 player)

From Elite

Price £25

Right, I've got lots of good things to say about this one, so let's keep the background to a minimum. Franky – girlfriend Bitsy – evil spirits – Franky shrunk to midget size – Bitsy kidnapped and chopped up – find bits, put everything back to rights again.

The main problem for Franky is that the bits of his aptly-named babe have been scattered throughout the castle of Dr Von Frankenbone (Franky's dad). The castle has over 200 rooms, all infested with hordes of Dr F's less successful experiments who, jealous of Franky's happiness, do everything in they can to bring him to a gory end

NUTS
Utterly beautiful graphics, with gameplay to match. Excellent password system means that the huge play area is challenging not daunting.

DR. FRANKEN



We thought, 'It's a shame to show these superb Game Boy graphics in a little screen shot', so we haven't. This massive picture shows off the wonderful gothic visuals of Dr. Franken. And the 'jerky' scrolling keeps blurring to a minimum so you can still see what's going on!

DR. FRANKEN

Looks



■ Better than Dragon's Lair with precise collision detection and no blurring!

Sounds



■ Neat harpsichord music and the usual blasting effects – perfectly groovy stuff

Gameplay



■ Fast-moving, lots to see, lots to shoot and lots to think about – perfect, really

Life span



■ It's an enormous game, and it's going to take you ages to see all 200-odd rooms!



Brilliant arcade adventure, which sets the standard for Game Boy graphics. It makes other platform games look tragic, and ought to be a monster hit!

Final rating
91
Percent

On top of all that, Franky has to contend with the usual locked doors routine, and collect the correct bits of equipment necessary to breathe life into his, well, dead girlfriend.

Basically, then, Dr Franken is really the same game as Home Alone (sort of). The crucial difference is that Home Alone was pure poop and this is practically perfect.

Why? Well, the stunning graphics certainly play a large part, giving Dr Von Frankenbone's castle an authentically creepy atmosphere. Elite have been quite brave, too, because it scrolls in steps, rather than smoothly. This means the backdrop moves jerkily, but it pretty much stops the problem of blurring (what's the point of having brilliant graphics if no-one sees them?).

More importantly the feel of the gameplay is right too. There's none of that unsure collision detection stuff here – when you jump at something you land on it solidly and properly.

Navigating your way round the castle isn't a problem either, despite its size. The game has a built-in map (although you'll have to fill in the details on it yourself, of course), and the pace is such that getting from one end of the castle to the other will only take you a few minutes.

TOTAL! TEK-SPEX

Game	Dr Franken
Levels	200 rooms
Difficulty	Hard
Continues	Passcodes
Release date	Out now

This brings me to probably the game's best feature – the password system. This allows you to stop the game at any point and pick up a 15-digit code which will let you continue the game at any time in the future. Sure, 15 digits is a bit unwieldy, but heck, it's better than starting the adventure over again every time you play! There's also a ROM save option, so you can save the game to memory every time you enter a new room. It's wiped when you switch off, but it makes exploration less frustrating.

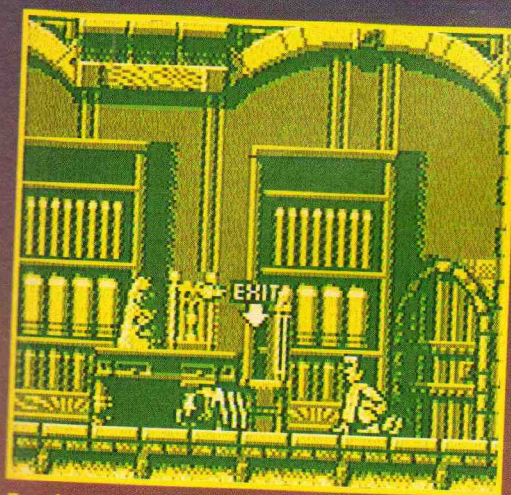
Dr Franken is a real challenge and it'll still take you absolutely yonks to complete it. That's the case with a lot of GB games, but this is one of the few carts where you'll actually enjoy playing it enough to want to get to the end. **STEVE/ANDY**

BOLTS
The slightly jerky scrolling stops blur but still jerks. Er... you can't turn the sound track off. Um... can't think of anything else. Sorry

Going up... books, zombies, human remains...



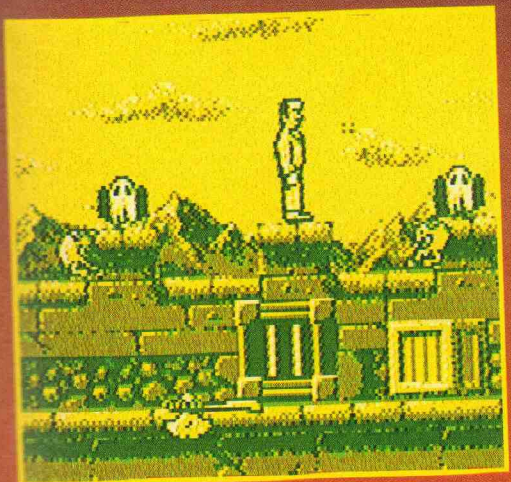
As well as bits of the female anatomy, Franky also has to collect other items which help to unlock the secrets of the castle. That small rectangle, top left...



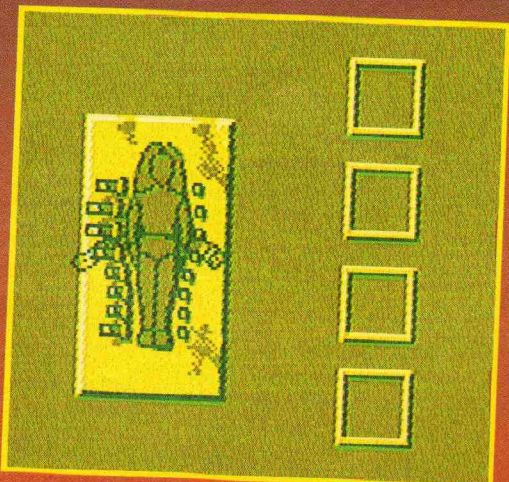
Franky protects himself by lobbing lightning bolts. So this spider is about one nanosecond away from getting fried.



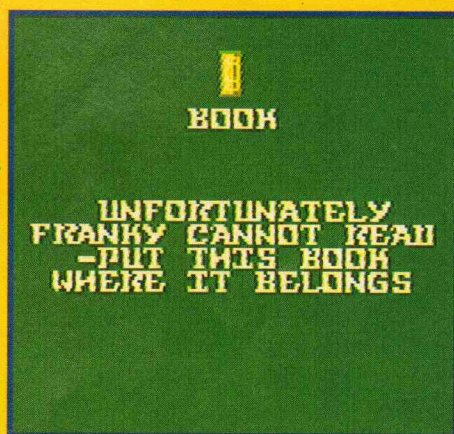
Poor old Franky has to keep his power topped up by collecting the electricity icons. Unfortunately, he just missed this one.



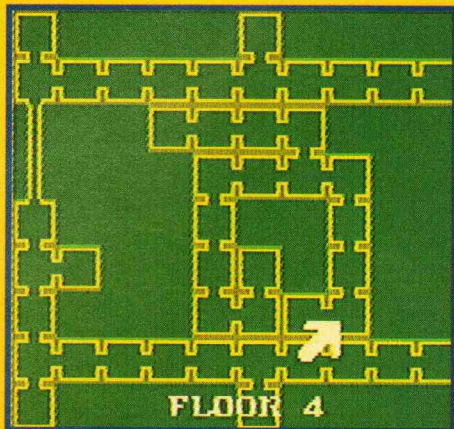
Up on the battlements of Frankenbone Castle, Franky spies a part of his beloved Bitsy. He has to collect it and take it back...



... To the lab where Franky rebuilds his girlie. It's her right foot (and if I were him I'd leave the mouth till last, just in case).

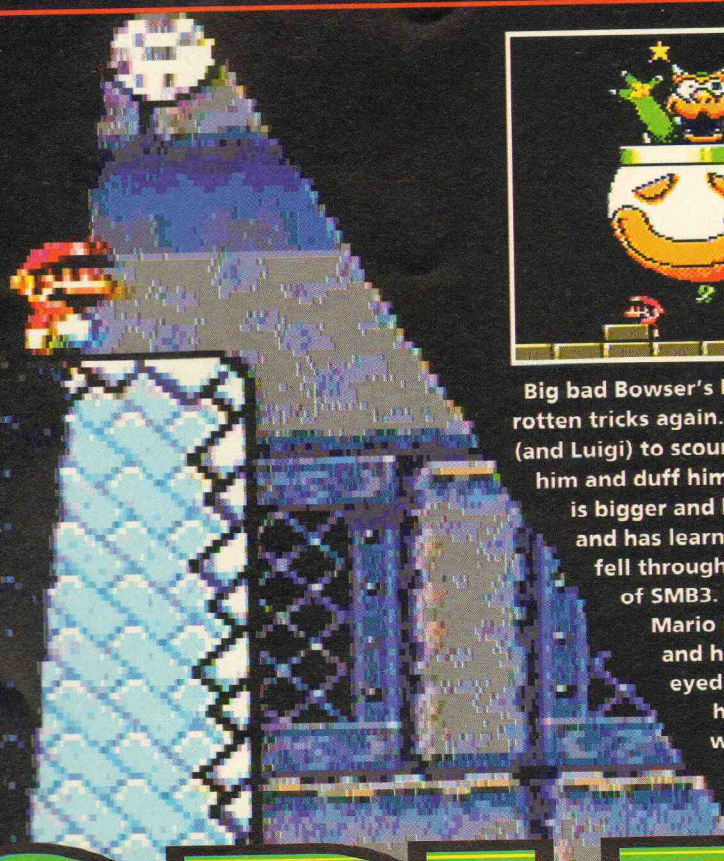


... Is actually a library book. So, obviously enough, Franky has to take it back to the library. Once safe on its shelf, floors 1-4 are opened for exploration...



... Which is more or less where Franky's real problems start. As you can see, Dr. Franken went in for large houses in a big way! Good thing you've got a map.

SUPER MARIO



Big bad Bowser's back and up to his rotten tricks again. So it's up to Mario (and Luigi) to scour Dinosaur Land, find him and duff him up. The Koopa King is bigger and badder than before and has learnt his lesson when he fell through the floor at the end of SMB3. This time he attacks Mario in a flying machine and has an army of cross-eyed Mecha-Koopas to do his dirty work. But I wouldn't worry about him just yet...

WORLD



Remember Bullet Bill? Yeah, well I bet you don't remember him being this big!? He's just as deadly as before though.

For SNES (1-2 players) From Nintendo Price Free with SNES

There is one the game that every SNES owner *must* play, and that's Super Mario World (SMB4), the big M's 16 bit adventure.

If you've played SMB3 you'll have a good idea what's in store, because this takes the very best bits from the NES game and then improves them. Once again, 'young' Mario has a huge map to wander around, so you sometimes have a choice of stages to have a go at (but not very often).

There are 99 stages to complete – and you'll have to do a lot of exploring to find them all!

However, you can still defeat Bowser and complete the game without playing all the levels. (I've managed to defeat the Koopa King and still have 40-odd levels left to discover!).

Super Mario World certainly has a lot of secrets – far more than Mario's earlier adventures – and this is what makes the game such great fun. There's so much to explore: every

KEYS

Superb graphics, slick animation, incredible depth, battery back-up, loads of puzzles, wonderful sound effects, a huge challenge, great playability – should I go on...?



Oh dear, poor old Yoshi's turned blue (I suspect it's a bit cold up there in the clouds).



Yes, Mario wants to go through that door – and no, he really doesn't want to get squashed!



Mario prepares to explore a Ghost House – they're easy to enter but real hard to leave!



There are lots of hidden levels, which are opened by a key. Find the keyhole and you're in!

And on your right, you can see the Valley Of Bowser...

Welcome, laidees and gennlemen, to a guided tour of Dinosaur Land. Have a pleasant trip – and no puking in the aisle. Thank you!



Vanilla Dome – It's all echoey in this crystal cavern, and it's got some real nasty levels!



Valley Of Bowser – The hidden palace of the Koopa King is deep beneath Dinosaur Land



Yoshi's House – This is where Mario starts his adventure – and finishes it!



Cookie Mountain

Cheese Bridge



Forest Of Illusion – A wooded area full of weird creatures and secret pathways



Yoshi's Island – Things are nice 'n' easy here, with lots of power-ups and extra lives

Chocolate Island – This barren place is full of Dino-Rhinos. Jump on them and they become small, fire-breathing Mini-Rhinos!



Star Road – Discover the location of the Star Road and your route to Bowser will be a lot shorter!

time you enter a fresh level, there's something new to see, new tricks to suss out, new secrets to discover – and new enemies to get killed by.

The extra buttons on the SNES joypad also give you far more control over Mario and Luigi. As well as run and jump, Mario can also perform a useful spin-jump which enables him to smash blocks below. All the usual power-ups are there too. As well as mushrooms and fire flowers, there's a flying feather – Mario can fly better than ever once he's gained his super cape!

KOOPAS
I suppose it's fair to say that if you don't like level 1, level 99 won't grab you much either. It could also be TOO good - what other games could live with the comparison?

And a good job too, because this new quest is absolutely massive. There's only one short cut – and you've really got to search to find that!

Luckily, the cart has a battery back-up so you can save out your position. Turn the power on and there you are, same place that you left it!

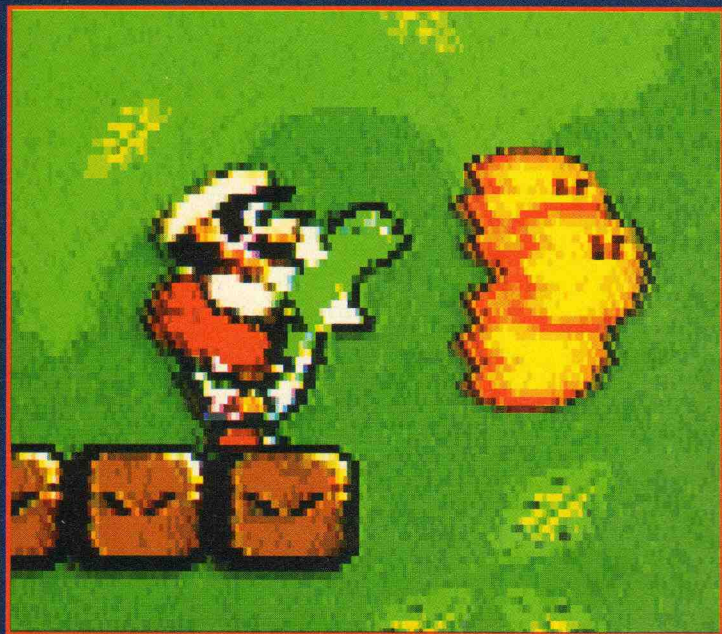
Unlike the earlier Mario games, this one has bucket-loads of variety! It's

only once you've discovered some of the secrets, that you realise just how good this latest Mario game really is.



The chubby guy on the platform is a Sumo Brother (a distant fire-making relative of the Hammer Brothers). He's a pain too.

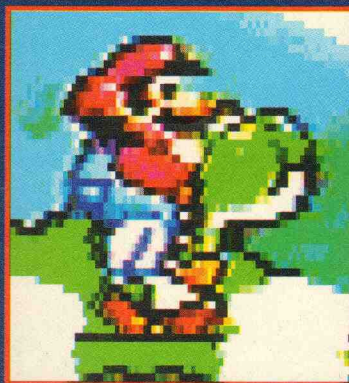
Yoshi - the dinosaur with a taste for turtles!



Yoshi is a hungry little lizard, but his greed can be put to good use. If you get him to tongue up a turtle, he takes on special powers. For instance, get him to gobble a red turtle and he'll keep it in his mouth for a while. If you press fire during this time, he releases a spray of fire to scorch the opposition!



With a blue turtle safely in his gob, Yoshi sprouts tiny wings and is able to fly! Again, this only lasts for a limited time, so make the most of it. Once he swallows the bluey, he'll plummet to the ground.



Yellow turtles give Yoshi the ability to send up sand clouds when he bounces off the ground. Any baddie in the vicinity gets clobbered by the cloud and is a goner!



Mario's gone across Donut Plains, through the Vanilla Dome and is now up poo creek. These boss creatures sit on a rotating wheel and hurl fireballs at our hero. The fiends!

And, on top of the gameplay, you also get some superb sounds 'n' pictures. There's slick parallax scrolling throughout, the animation is gorgeous and the bosses are brill'. When you reach Bowser, you'll see the SNES's Mode 7 at its best!

Superb graphics and sound are just the sugar on the bun - what we have here is a brilliant, brilliant cart that makes Sonic look like a boardgame.

Is it worth buying a Super NES just to play Super Mario World? Yeah, I reckon it is!

STEVE

TOTAL!

TOTAL! TEK-SPEX

Game	Super Mario World
Levels	99
Difficulty	Easy
Continues	Save game
Release date	Out now

TOTAL! TACTIX

Super Mario World is a great big stonker of a game, so here are some decent tips to get you started on the road to Bowser!

SNEAKY SAVE GAME

You know the cart saves your position after every ghost house? Well, when you've finished a particularly tricky level, go and visit the very first ghost house again (it's a total doddle to complete it). The cart then saves your position - including the last level you played, even though you haven't reached the next 'save' point. This way you can play from level to level without having to re-play any stages you've already completed!

LEVEL REPLAY

You can re-enter any level you've already completed, but did you know that you can leave at any time by pressing START and then SELECT? So if you need a quick power-up, enter an old level, snatch a mushroom or leaf, then hit START and SELECT to go back to the map screen.

UNLIMITED POWER-UPS

Now this is a real game-buster of a Tactic, so only read this if you're a nerdy-twonk and really need some serious help. Anyone still reading... oh. All of you. Righty-ho, off we go.

How d'you fancy coppin for power-ups, fire flowers, magic leaves and Yoshi's whenever you damn well please? Well, there's a Top Secret Area just behind the first ghost house - but you have to be Caped Mario before you can get it.



When you enter the ghost house, move right to the first gap and then run and take off, flying from right to left. You should go up through a gap and land on a platform. Run along to the right and fall off. The yellow blocks hide 1-ups and the door leads to the exit gate. Walk though and yowser! One utterly fabby Top Secret Area.



So, what can Mario do now that he couldn't do before?



WALK UP WALLS – Pick up enough speed and our hero can peg it up vertical surfaces!



RIDE ON DOLPHINS – These guys are friendly enough, so why not just hitch a lift?



SPIN! – Mario can destroy blocks beneath him, or kill baddies with his cape.



RIDE YOSHI – This little green fella can be a lot of help – and has a terrible taste for turtles!



CLIMB WIRE MESH – In Koopa castles Mario often has to cling onto wire-mesh fencing!



FLY – With Mario's Super Cape on he can cruise the airways above Dinosaur Land.



RIDE ON CLOUDS – Defeat its owner and Mario can catch some cumulus – for a while.



EAT BALLOONS – Swallow an inflatable and Mario can float aloft, but only for a short time.

GREEN KEY PALACE

The real key to getting anywhere in SMB4 is in finding the Switch Palaces. The first one is easy – only someone with rocks for brains can miss it. However, the second one ain't so obvious:



Move to the lava pit in Donut World and carry on through until you reach the second green pipe. Jump up into the pipe and you'll come out in another cavern. Flatten the American Footie

player and move right. Get the blue turtle shell by spin-jumping through the blocks – be careful not to hit it otherwise you'll get biffed.



Pick the shell up and throw it at the top-most platform – an ivy grows out of it. Jump up the platforms, climb the ivy, pick up the key and walk into the lock!

You'll leave the lava pit and a route to the green Switch Palace appears on the left. Get on in there and hit that switch!



SUPER MARIO WORLD

Looks



■ Superb: gorgeous colours, wonderful animation, excellent parallax scrolling...

Sounds



■ Great boppy main tune with brilliant effects. Wonderful echoey caverns!

Gameplay

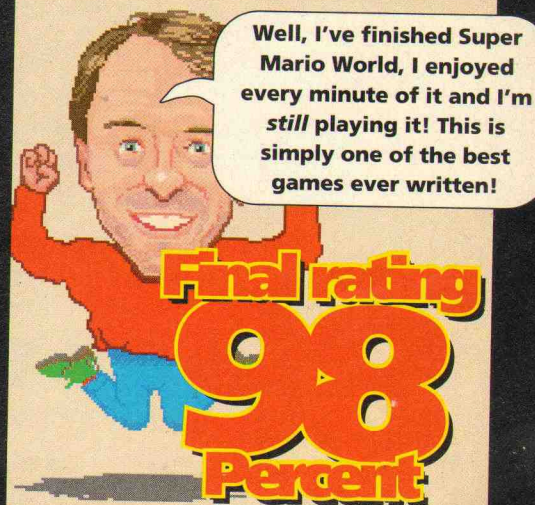


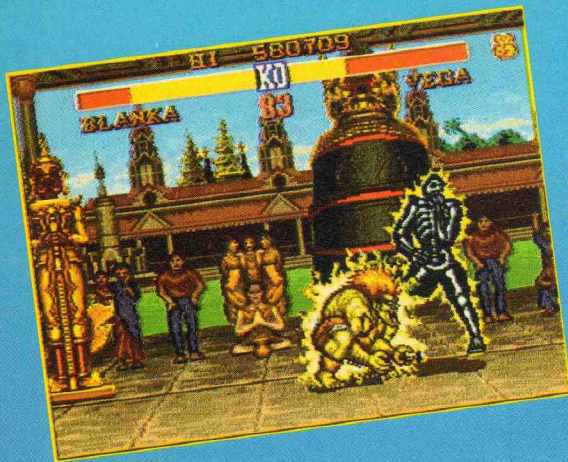
■ Faultless – amazing platform action with loads of puzzles, secrets, tricks and levels!

Life span

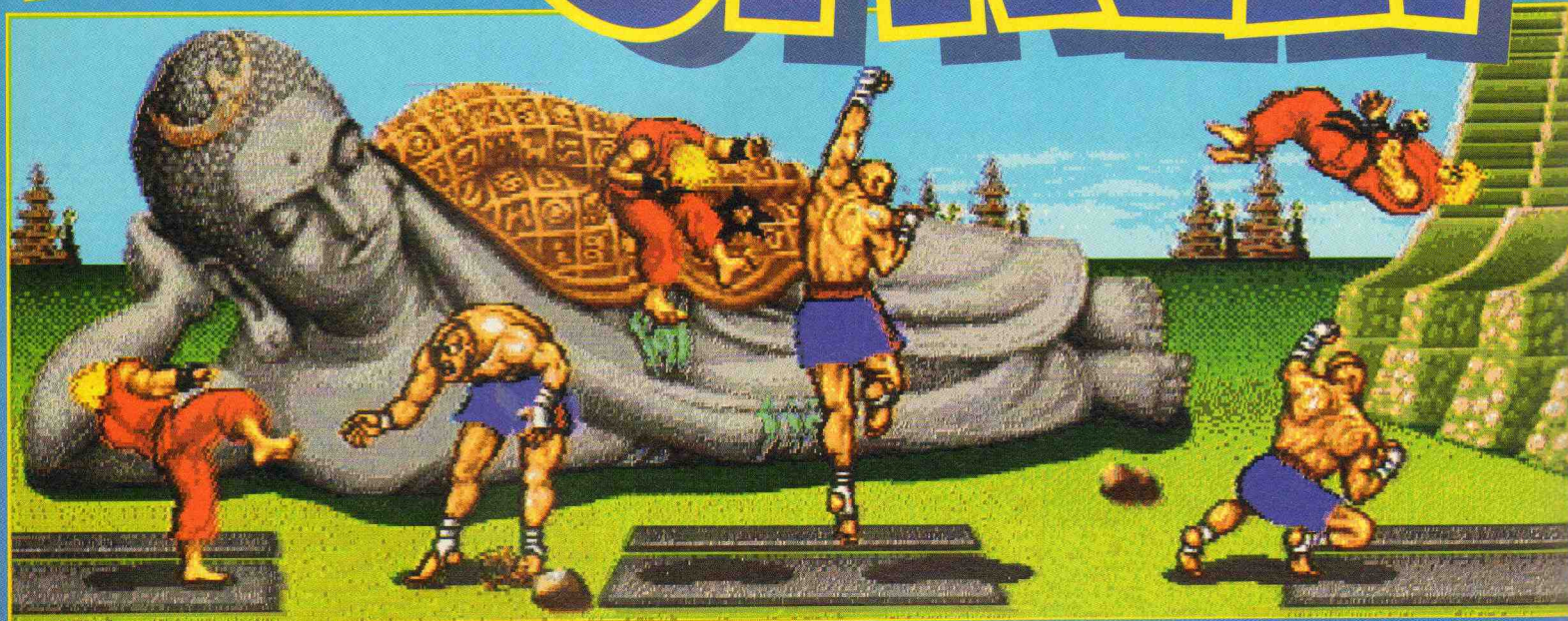


■ Pretty easy to defeat Bowser, but finishing all 99 levels could take months!





STREET



This is a montage of Sagat doing the business on Ken in Thailand. Check out Sagat's Tiger Uppercut in the middle!



Fire Ball

RYU

Master of Shotokan Karate, Ryu was Ken's tutor for many years but is now almost matched by his former pupil. Ryu's speciality is the Dragon Punch, with which he defeated former champion Sagat – and was scarred for life into the bargain.

Dragon Punch

Hurricane Kick



Releasing this ball of energy drains Ryu so he needs a second or two to recover.



This jumping uppercut is invincible, except when Ryu falls down.



Unleash a spinning jump kick for multiple hits on the enemy!

Hurricane Kick

Dragon Punch



Ken borrows moves from Ryu, including this magical spin kick.



A swift, lethal move, backed by the power of the ancient dragon.

KEN

After many years in Japan training under Ryu, Ken succumbed to the lure of America where he now lives with his girlfriend, Eliza. He uses the skills of his master, combined with berserker strength, and will soon be a more potent fighter than Ryu.



Fire Ball



The Fire Ball is potent, but it drains Ken for a few seconds, leaving him vulnerable.

FIGHTER 2

For SNES (1-2 players)

From Capcom

Price £65



Chun Li demonstrates that a pile of bricks has no chance of remaining intact around her incredibly powerful leg! Actually, this is one of two bonus rounds where your fighter gets to smash things up for points. The other one's a car-wrecking scene!

At last, the biggest Nintendo game of all time has arrived! Capcom have managed to squeeze the original Street Fighter II coin-op into a 2 Megabyte (16 Megabit) cart. That includes all the special moves, the animation, the superb parallax scrolling, sampled speech – the lot. And I'm happy to report that it's a stunner!

The gameplay, for anyone who hasn't seen the coin-op, is a straightforward one-on-one beat 'em up. Not to be confused with urban brawls like Final Fight or the Double Dragon series, SFII's action always takes place in one location. Each contest is the best of three bouts, then the winner faces a different opponent in another country.

As with the coin-op, you can play head-to-head or solo. Fight on

your own and you have to face and defeat 11 mean street fighters from around the globe. In the two-player mode, you control different fighters and the game keeps a league table of wins, losses and draws. Actually, drawn games are rare – most fights end up with one character looking like he got out of bed the wrong side, straight into a combine harvester.

Where SFII scores over other beat 'em ups is in the sheer number and diversity (wooh, big word!)

of the combat manoeuvres you can perform. Each button does a different move, depending on how close you are to your opponent and whether you're moving, crouched or jumping in the air. And then there are the special joypad/fire button combos which unleash magic

CHUN-LI
One of the best coin-op conversions ever: sound, graphics and gameplay in perfect harmony. Superb beat 'em up action, with dozens of moves and a host of adversaries!

E. HONDA

Japan's number one fat boy now trains young wrestlers in the ways of the Sumo – putting mind and body in perfect harmony. Suspecting that his sport was underestimated by other fighters, he joined the World Street Fighter Tournament to put Sumo back on the map. Beware his Sumo Crush – this back-breaking bear hug can squeeze the life out of his adversary.



Sumo Torpedo



Blubber bullet! E. Honda can perform this move at close range for a double hit.

Lightning Hand



Honda's hand moves so quickly it's like being hit with many hands at once.

BLANKA

As a baby, Blanka was caught in an aeroplane during an electrical storm over Brazil. The elemental forces that downed the plane mutated his body and also gave him the power to discharge an electrical force field around himself. His knee-kicks and tendency to bite people's faces make him more dangerous at close quarters. Only Zangief can shake him off easily.



Roll Attack



A good offensive move, but Blanka's vulnerable if hit while in this position.

Electric Shock



Blanka can release a field of stored electrical energy – touch this and fry!

Give it some stick!

SNES joypads are pretty hot, but they're still no match for a good stick – especially with SFII's special moves. Well, Capcom are coming to the rescue with a whopping great controller called the Power Stick Fighter. This cable-less infra-red unit has the same layout as the SFII coin-op and has been designed specifically for the game. However, it works on any SNES game and is compatible with the NES. If it ever reaches these shores you're looking at £60, so start saving.



fireballs, flying spin kicks and power punches!

As you learn which moves and combinations work best, SFII just gets better and better. It's not long before you get the hang of the special moves (which are darn tricky with a joypad) and the game really comes to life.

There are eight strength settings which enable you to even things up between human players, and which also act as difficulty levels for the solo contest. You'll thrash the game on level 0, but beating the computer fighters on level seven should keep you bashing away for weeks on end!

Of course, beat 'em ups are really only as good as their graphics, and visually SFII is just superb! Every bone-

BALROGS Let's face it, SFII is wildly expensive! Accessing the special moves can be annoyingly tricky with the joypad. If you're into the Championship Edition, SFII doesn't have much to offer you

TOTAL! TEK-SPEX

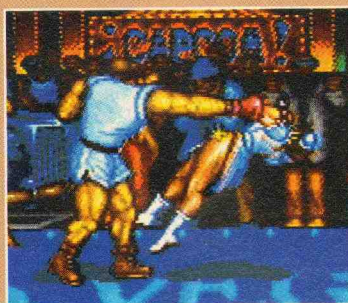
Game	Streetfighter 2
Levels	11
Difficulty	Variable
Continues	3
Release date	Out now

crunching, muscle-rending move is beautifully animated and the range of combat is mind boggling: you can play for hours and still keep finding new ways of pummeling face!

Well-animated moves need good sound effects to back them up. And the FX in SFII are horribly bad! Hits land with sickening thuds

M. BISON

Ex-boxing champ M. Bison lost his title through women and booze. He wins through sheer strength and a Super Backfist.



BALROG

Beware the Spanish bull-fighter's Swan Dive. If his Power Move makes contact, the end isn't far away!



When M. Bison said to Chun Li: 'Yo! Let's hit the street', this isn't what he meant!

while the fighters moan and grunt with the agony of it all. All in SFII is one very violent and highly playable bash! It may be expensive but it all comes

TOTAL!

GUILE

Ex-member of the US Special Forces in Vietnam, Guile was captured and tortured by Vega. His only reason for entering the contest is to revenge himself on the evil warlord. With combat techniques learned in the Special Forces, plus moves picked up from street fighting, Guile is a more than worthy opponent. His Air Breaker move is the perfect antidote to flying attacks!



Sonic Boom



With a wave of his arms, Guile sends an awesome wall of sound towards his opponent.

Jackknife



A deadly move, indefensible against all but certain jump kicks or a Dragon Punch.

ZANGIEF

Obviously as mad as a pebble, Zangief practises his martial art of Sambo by wrestling grizzly bears. That's why he's covered in scars all the time! The massive Russian fighter is unmatched in strength but lacks any missile attacks, relying solely on wrestling tactics to fell his adversary. Like almost everyone else, the proud Russkie has a personal vendetta against dictator Vega.



Screwdriver



Keep your distance to avoid this neck-snapper. Only the Dragon Punch is more lethal.

Spin Punch



Zangief can't advance while Spin Punching, but he does become immune to missiles.

SUPER

TENNIS

Sorts of courts



This surface is made of concrete, so the ball bounces higher and moves quickly.



On a grassy court, the ball doesn't bounce very well but still moves fast.



The clay surface soaks up speed and bounce, making it tricky to play on.

Super Tennis is a stunning tennis sim. And before you glance at the screen shots and mumble 'looks a bit crap to me', let me say that instead of farting around with lots of groovy-but-useless special effects, the programmers have opted to keep the visuals simple.

Instead, they've devoted almost all their energies to the gameplay, so creating the most accurate tennis game ever to grace a TV screen.

The six fire buttons on the SNES make it pretty versatile as far as play options go, and all of them have been used! There's a load of different strokes you can play, including serves, light volleys, strong

1 ACES!
The best tennis sim ever! The gameplay is so realistic and exciting, especially if you play a friend - you'll be a tennis devotee for the rest of your days



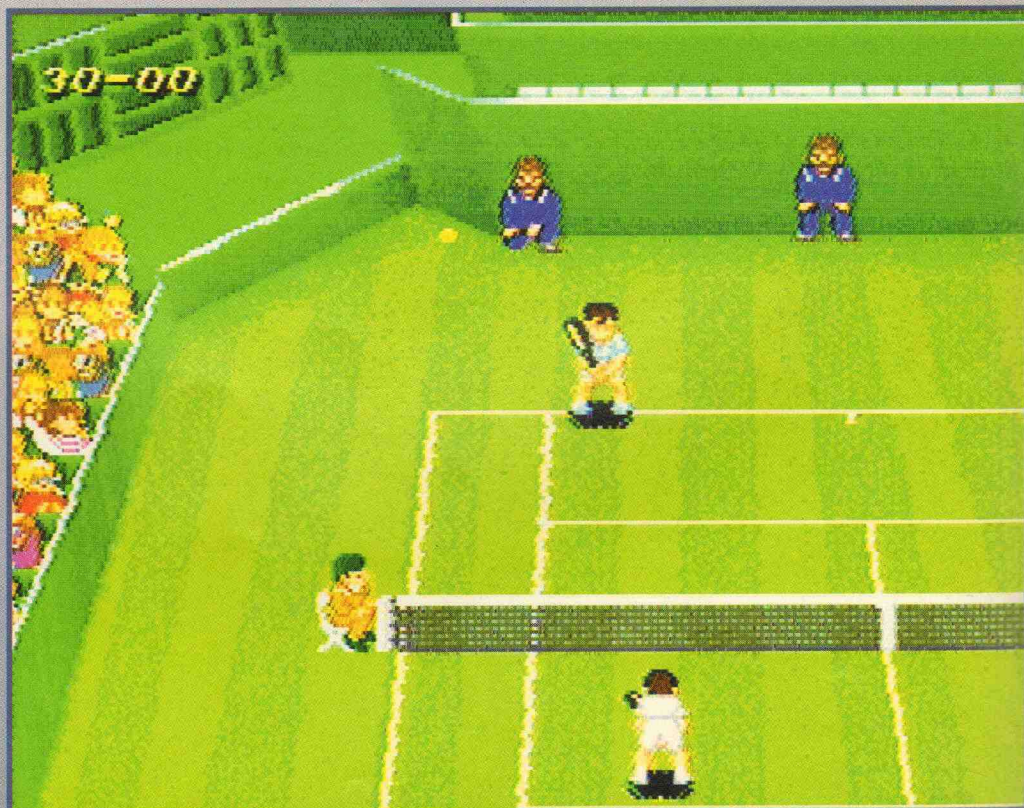
Every tournament's court has a different surface. Erm, this one's dirt.

volleys, slices and lobs. You can put spin on the ball, perform overhead smashes and even use the left and right buttons to swerve the ball wildly across the court.

For SNES (1-2 players)

From Nintendo

Price £38



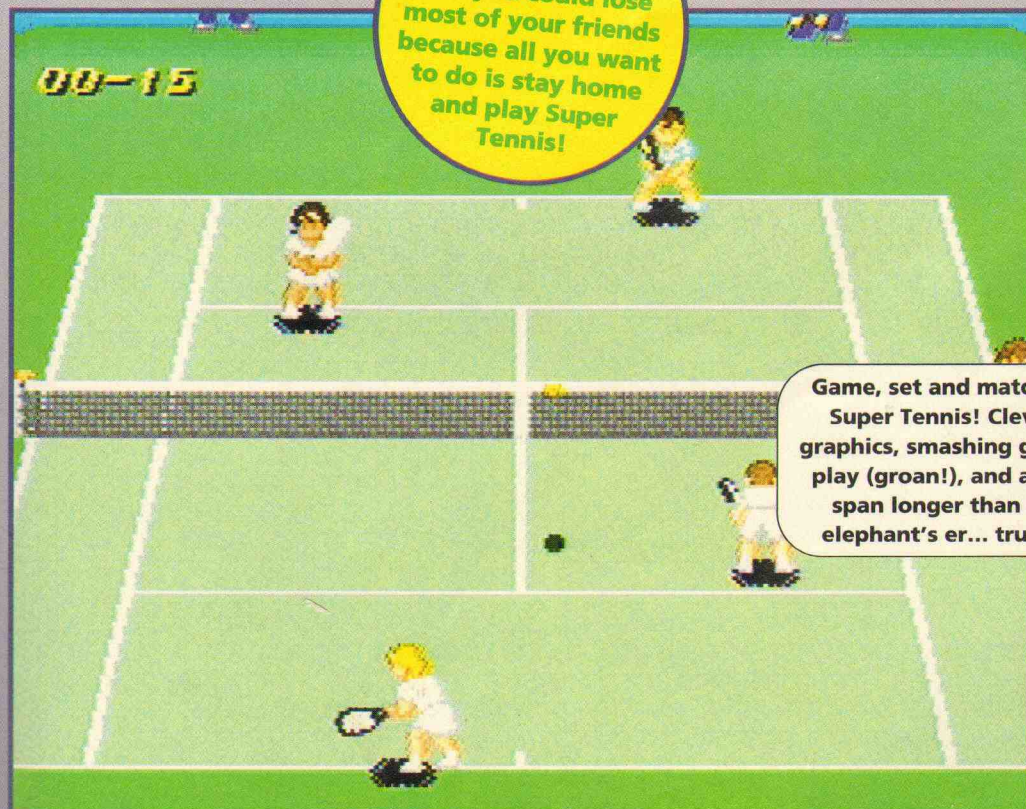
Typical! My complete twonk of a player misses yet another ace serve and the ball goes dribbling up the corner of the court. Still, at least now you can see the spectators and stuff.



Typical, once again I've been slaughtered by the computer. Tennis? Pah!

But of course, like real tennis, these skills aren't mastered overnight and at first you won't be able to sort out your spins from your slices. This doesn't last long and you soon get the 'feel' of the options, placing your shots with unerring accuracy – almost!

BALL'S OUT
Er... you could lose most of your friends because all you want to do is stay home and play Super Tennis!



I've decided to have a doubles match with Misery Guts against the computer. We're playing on a hard surface against two girlies (who'll probably thrash us senseless and then laugh).

All the world's a centre court...



In the tournament you get to enter competitions all over the world...



... Like, for instance, I can get horribly beaten in exotic places like Rio.

TOTAL! TEK-SPEX

Game	Super Tennis
Levels	N/A
Difficulty	Adjustable
Continues	Pass codes
Release date	Out now

Well there you go, you can do pretty much everything here that you can in real tennis. But it ain't gonna be much fun against a computerised opponent all the time.

So it's probably a good job they've included 20 opponents, each with different strengths and weaknesses. For example, Matt's an old hand who's very consistent, whereas Rob's erratic, despite his deadly-super-sonic serve.

But the game really comes to life when you play another human, especially if he or she is about the same standard Suddenly discovering a new shot and demolishing a friend's morale is a real hoot, until of course he does exactly the same to you. It all gets terribly frustrating and tempers flare, but then that's the real joy of it.

I've seen a few tennis sims in my time and they all pale into insignificance next to this. The only reason it didn't get 100% is because there are no digitised piccies of Annabel Croft. (that's enough- SJ) Yes, well, I'd buy this if I were you. **ANDY**

SUPER TENNIS

Looks [10 bars, 9 green, 1 red]

■ Pretty smart – the visuals aren't wow but they're uncluttered and work well

Sounds [10 bars, 9 green, 1 red]

■ What can you say about sounds that make you think you're at Wimbledon?

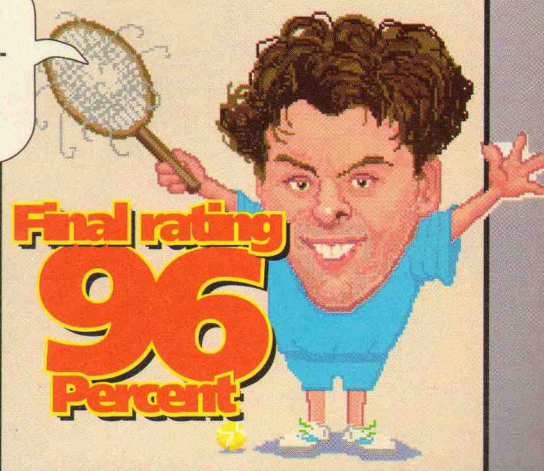
Gameplay [10 bars, 9 green, 1 red]

■ Learn all the moves and there's nothing you can't do – it's just like the real thing

Life span [10 bars, 9 green, 1 red]

■ You'll never tire of playing a friend – even the computer offers a real challenge

Game, set and match to Super Tennis! Clever graphics, smashing game-play (groan!), and a life span longer than an elephant's er... trunk!





The title screen – hey, hang on a minute, shouldn't that be 'Super' Smash TV? Ha!

SUPER



The first end-of-level boss is the fearsome Mutoid Man. He thinks he's hard. Let's see just how much punishment he can take...



Hah! You can fire at me all you like, mush, but it's not going to help you get your right arm back, is it? No sirree Bob.



Phew! I think he's pretty 'ermless now. (We'd just like to apologise for that last joke. We're really, really sorry – Steve).

For Super NES (1-2 players)

From Acclaim

Price £50

Don't you think it's about time software houses stopped sticking gratuitous 'Supers' in front of the title of every single Super NES game? It's getting really tedious, and in this case it's also completely meaningless as well,

since 'Super' Smash TV is in no way different or improved from plain Smash TV, the coin op'.

If you're wondering why I'm bothering to whinge about something as seemingly unimportant as the title, there's a good reason for it.

When you're a famous reviewer like wot I am, people expect you to give a balanced view of a game, covering both its good and bad points. 'Super' Smash TV, though, is so totally wonderful that I couldn't think of anything else negative to say about it. Drat!

So what's the game all about, then? I'm glad you asked. Super Smash TV takes place in 1999, when TV game shows are even more popular than they are now. The top-rated show is Smash TV

PRIZES
Superb control system, and perfect replication of the coin-op's brilliant gameplay. The two-player mode is particularly good



This guy's name is Scarface, and he's the second end-of-level boss. This is what he looks like after about 20 minutes' worth of serious pummelling. Watch out, though – he doesn't like it one little bit and is likely to get rather annoyed with you after a while.



The map screen on the third level – study it closely, for there are some most excellent secret rooms concealed therein. Yippee!

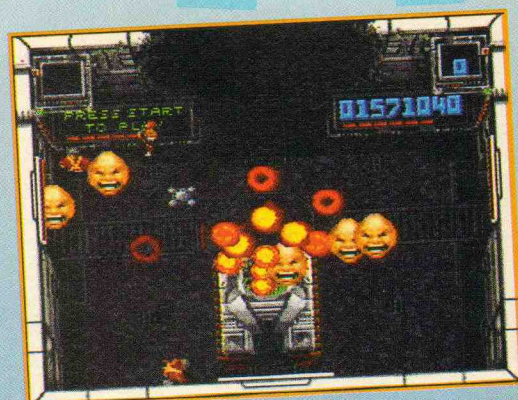
SMASH TV



'On me 'ead, my son!
'But you haven't got one any more, Mr Mutoid, sir.'



Uh-oh. Looks like our hero's fallen for the old 'spare head concealed in the ribcage' routine yet again. Silly, isn't he?



Good grief, how many of them has he got? It's like watching Paul Daniels, only, er, not completely and totally crap in every way.

(not 'Super' Smash TV), in which contestants compete for Big Money and Big Prizes against hundreds of thousands of vicious robot creatures.

The game is spread over three levels comprising some 50 different screens (you don't have to beat all of them to win). You're dropped into closed arenas which then quickly fill up with evil nasties, the slightest touch from which means instant death. Initially armed with only a weedy little gun which fires in one of eight directions (regardless of which way you're actually moving), you can collect power-ups, prizes and weapons which appears randomly on the screen. And only the extra weapons have the firepower to kill all the baddies, so you can move onto the next arena.

MISERS
A 'music off' option would have been welcome. The end-of-level bosses are a bit too tough, and some of the graphics are a bit smaller than in the arcade

Each of the three levels is also guarded by a truly fearsome boss who can soak up more firepower than the entire Italian army in World War II and then some. When you've killed them all (as well as a special end of game enemy) you've won. Sounds simple enough, eh?

Well, of course it's not at all. This is in fact one of the toughest games you'll ever play on any machine anywhere and that's a big part of what makes it so fab. The challenge is so overwhelming that every time you get one level further you feel so massively pleased with yourself that you have to have one more go. It's also perfectly fair in that if you die it's simply because you weren't good enough.

And it's undeniably the most violent game you're ever likely to have played – you'll find yourself sweating adrenaline all over your joypad, and you'll be breathless and drained at the end of every game. Well, that's what happens to me!

For sheer thrill-power, Smash TV is probably the best SNES game since Super Mario World. And it's even better with two players!

STEVE

TOTAL!

TOTAL! TEK-SPEX

Game	Super Smash TV
Levels	50 rooms
Difficulty	Hard
Continues	Three
Release date	Out now



Aha! I sense a secret room in the vicinity. Kill all the bad guys and then try going right. Unfortunately, this is where I died.

SUPER SMASH TV

Looks



■ I'd buy that for a dollar!

Sounds



■ Bingo!

Gameplay



■ Total Carnage! I love it!

Life span



■ Good luck... you'll need it!



Stupendously brutal, thrilling and rock hard. In many ways, this is the ultimate shoot 'em up. Pure and magnificent, but not for softies

Final rating
93
Percent

For SNES (1 player)

From Nintendo

Price To be announced



The Golden Fox banks sharply taking a severe hairpin. Now imagine all this moving at breathtaking speed... welcome to F-Zero!

This is the best racing game you'll find on any console anywhere. If you've just bought a Super NES or are thinking about getting one, this is definitely one cart that you must add to your collection.

It's not very complex – there aren't any gear changes or anything, and you don't have any hilly bits – but by 'eck does F-Zero play a mean game!

The SNES's mode 7 is used to spectacular effect, producing a complete and stomach-churningly realistic roadway in gorgeous 3D.

The nice thing about it is that you get a lot more freedom of movement than with other racing games. You can actually turn around and drive down the course the wrong way!

Of course there's a bit of plot, if anyone's interested, involving some geek called Captain Falcon and a couple of other alien dudes.

OVERTAKERS!
Realistic 3D graphics born to stun.
Beautiful animation, plus a control method slicker than Andy's hair gel

There seems to be some sort of championship going on and lots of intense rivalry but you can completely forget about this. F-Zero is a race game, pure 'n' simple.

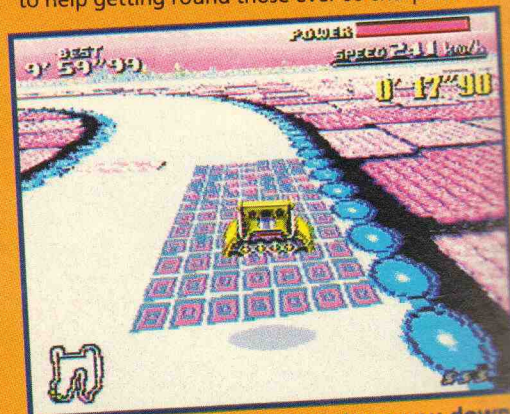
You steer with the joystick and accelerate by pressing button B. You can also bank the craft with the 'L' and 'R' pads on the front of the joystick to help getting round those ever-so-sharp corners.



Uh-oh! Junction ahead – remember, mirror, signal, manoeuvre, then put yer foot down!



These grey slow-down blobs turn boy racers into Sunday drivers. Avoid 'em at all costs.



The purple patchwork also slows you down and kills your power, so jump over 'em!

One owner, low mileage and hardly ever raced. Hardly...

This is Captain Falcon's craft. It's a good all-round vehicle with decent acceleration and an acceptable top speed.

But more importantly, it's a lovely shade of blue

The Golden Fox craft is an odd fish. It accelerates so fast it'll weld your eyeballs to the back of your skull, but only cruises at 438 km/h, which is a bit of a dawdle really

BLUE FALCON

ENGINE UNIT : BF-2001x4
MAXPOWER : 3200ps
MAXSPEED : 457km/h
WEIGHT : 1260kg



WILD GOOSE

ENGINE UNIT : ES-8302x3
MAXPOWER : 3670ps
MAXSPEED : 462km/h
WEIGHT : 1620kg



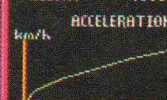
The lean, mean, green machine Wild Goose is another good all-rounder, with able acceleration and a high redline. It's a heavy machine, though, so the controls are a tad sluggish

The Fire Stingray is a bit of a pimmobile really, what with its pink paint-work and boy racer flames.

It's slow to accelerate, but it really grips the road, even at top speed

FIRE STINGRAY

ENGINE UNIT : AS-5025x2
MAXPOWER : 3800ps
MAXSPEED : 478km/h
WEIGHT : 1960kg



At the start of the Grand Prix, you choose your transport from this quad of mean machines. Each one has its own unique handling characteristics.

Every time you complete one of the five laps needed to win the race, you pick up a Turbo boost so you can burn up the track. And to see just how fast mode 7 operates, try this: reach top speed, hit a speed-up arrow and then hit your turbo button. Eek!

If this doesn't give you an adrenaline rush, forget it man, you're dead!

Considering this is one of the first games that Nintendo wrote for the Super NES, F-Zero plays a very good game.

The opposition is just mean enough, the courses are of devious design

and the attention to detail is wonderful. Choose the blue car and you can actually see your little blokey moving from side to side in the cockpit!

Turn sharply and sparks fly off the side of the

TOTAL! TEK-SPEX

Game..... F Zero
Levels..... N/A
Difficulty..... Hard
Continues..... Save times
Release date..... Out now

UNDERTAKERS!
It's just a shame that there are no head-to-head options, hilly bits or gear changes to further challenge your driving skills

car as it grazes the track. And, as you speed up, the car's exhaust gases glow hotter and hotter. There's even a battery back-up so your best lap and course times are saved for posterity!

Formula One Ayrton Senna Pit Stop Grand Prix-style racing fans

may not think it's up to much, but you'll have to look long and hard to find a better speed thrill.

F-Zero is a real blast!

STEVE

TOTAL!



These flashing arrows are speed-ups. Drive over them (and then start praying!).



If your power bar (top right) gets low, drive over the 'pit lane' for a quick surge!

F-ZERO

Looks



■ Stunning! Graphics give you a real rush of stomach-churning, race-course fear

Sounds



■ What's here is excellent, especially if you listen in stereo! Tunes are a bit weird

Gameplay



■ An ace racer this - you're gonna need all your skills, speed and guts to get round

Life span



■ Three leagues and three difficulty levels to sort the men from the boy racers

Want to overload your nervous system, enjoy a great race game or simply impress your mates? Plug yourself into F-Zero and let 'em rip!



Final rating
91
Percent

AXELAY



AXELAY

Looks



■ Stunning Mode 7 scenery, huge bosses, but flawed by flicker 'n' slow down

Sounds



■ Run-of-the-mill Japanese electro-bop, although there are some brilliant effects

Gameplay



■ Shoot 'em up action, pure and simple. Fast and furious – but nothing special

Life span



■ You'll have a battle on your hands – but only if you avoid the difficulty setting

Easily the prettiest alien-zapper of all time, with screens full of new and exciting ideas! Just wish I could say the same about the gameplay...



Final rating
81
Percent

For SNES (1 player)

There's no doubt that Konami are determined to impress on the SNES. After the stunning Super Probotector and the clever visual trickery of Super Castlevania IV comes Axelay: possibly the most amazing blaster yet seen on a home console!

You'd better have a tissue handy when you see this move, cos it made the whole TOTAL team drool when we first loaded it up (mind you, most of the twonks in TOTAL drool anyway).

This blaster has six levels, which alternate between super-slick sideways sliders and – the real kick – gobsmacking 3D sort-of-vertical scrolling sections. The poor old SNES is working overtime and then some, producing parallax scenes with

From Konami

Price £50

transparent clouds and depth-cued colours. I won't wibble on about the graphics – the fine selection of home-grown screenshots here should be enough to get you gurgling quietly to yourself.

Sadly, Konami still haven't overcome the slow-down that plagues the SNES – and when they're trying as hard as they are with Axelay, it becomes even more annoying. There's also a lot of sprite flicker when things get busy so it's far from perfect.

Also, Axelay is still just a scrolling shoot 'em up – and apart from the snazzy graphics, doesn't really have anything new

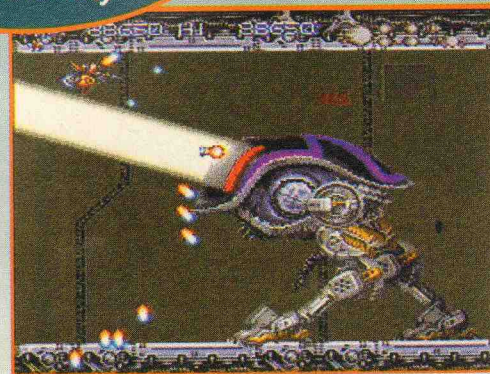
or interesting on offer. It's certainly no more fun than, say, U.N. Squadron or Parodius.

Six levels is a bit on the measly side, too, even

AXELAYS
Oh come on! Just look at the screenshots will ya! Axelay boasts some of the meanest guardians this side of... er... Mean Guardian city



Bad Boss #1. Well, it's a spider, innit? You can kill it, but I bet you'd have trouble flushing this one down the bog!



Bad Boss #2. ED-209, eat your heart out! This guy struts about and shows off with his massive laser beam. Poser.

Shoot 'em up, shoot 'em down, and shoot 'em side-to-side!



Straight Laser – Good all-round weapon, does the biz on the side-sliders or the pushy-uppy levels. Um... that's it, really.



Round Vulcan – A line of bullets that circles around your ship. The most useful weapon in the whole game!



Macro Missile – These leave pretty, sparkly plumes like fireworks – and have the same offensive capacity, too. Plop.

Unlike every other standard scrolling blow-the-guano-out-of-the-alien games around, Axelay doesn't have collectable weapons. At the beginning of each stage, you get to fill up your three weapons pods with the hardware on offer.

You can cycle through the weapons as you play, but if you take a bullet hit, you lose that weapon. Of course, if you run into a large piece of scenery, you lose the whole ship (berk!).



Needle Cracker – Okay(ish). Best used on level four against the pointy-hat guardian, which spews out zillions of bullets!



Wind Laser – You only get this on the last level, and dead useful it is too. Covers a wide area, and fires through walls!



Explosion Bomb – These fall a bit, then zoom forwards. Best used on the side-scrollers – but as a last resort: they're nob.



Cluster Bomb – Drops vertically, which means they're useful on the horizontal scrollers. Still borderline naff, though.



Morning Star – Unleashes a circular spray of bullets. Better on the sideways levels, where the enemies are tightly packed.

though they're all quite big. And while the vertical scrolly bits are impressive, the horizontal sections are pretty standard – only the massive guardians make you sit up and take notice!

Again, the game is spoiled by having three difficulty levels: I finished it in one day on 'Easy' and the end screen is much the same as the one you

AXLE-RODS
Patchy gameplay, slow-down, flicker and a miserly six levels. Sadly, you can see all Axelay has to offer in one 'Easy' go. Sound is nowt spesh

see on 'Hard' (er... I cheated). If you do decide to lash out on Axelay, use your will-power and stay away from the difficulty setting!

For all my moans, I do like Axelay – it's dead smart, but just not as amazing to play as it is to look at. Look out, though, cos at the end of the game it says 'We'll meet again in Axelay 2'. I can't wait!

STEVE

TOTAL!

TOTAL! TEK-SPEX

Game	Axelay
Levels	6
Difficulty	Easy, Normal or Hard
Continues	6, 4 or 2
Release date	Now: import



Bad Boss #3. Old pointy-hat here spins in spewing bullets, then gets ticked off and fades in with all this red hardware! Mean.



Bad Boss #4. A bit fishy, this one. Actually, cod-beast is a doddle to destroy – just stay away from his electric nodule (oo-er).



Bad Boss #5. Lava man here hits a '9' on the impressive-o-meter, but he flickers a lot and is so slow he's a piece of cake to beat, even on the 'Hard' setting!



PARODIUS



TOTAL! TEK-SPEX

Game	Parodius
Levels	11
Difficulty	7 settings
Continues	Infinite
Release date	Now import

For SNES (1 player)

From Konami

Price £54

Basically a parody of Gradius – Konami's hugely successful shoot 'em up series – Parodius is a cute 'n' cuddly blaster with absolutely bucketloads of the strangest enemies ever to grace a video game. I'm guessing at what the different creatures actually are

– it is an import afterall. But whatever they are, there's certainly a lot of them buzzing about the place. It's not incredibly fast, but the graphics are smart and there are lots of wacky bosses to beat. In fact, for the first two levels it's just guardian after guardian! Things get a bit puzzley after that, with more in the way of structural obstacles (moving platforms, for instance), which take a few attempts to get past.

Parodius is a massive game, but a really committed shoot 'em up fans could probably get through even the later, more difficulty levels, in a few days. Most of the obstacles aren't too taxing, there are plenty of restart points and there are even infinite continues on offer.

👍 PENGUINS 👍

11 big, colourful levels. Imaginative graphics, with huge sprites and loads of brilliantly-designed guardians to beat



The Yankee bald eagle squawks and fires feathers (?) at you. Keep blasting away at his beak until...

👍 PONGUINS 👍

Perhaps too cute for some tastes. Infinite continues make it a bit too easy to complete. Speed doesn't quite match up to graphics



... he ends up a great deal balder! (Any comments, Dyer and you're dead! – SJ!) Now would I say something like that?



It may look like a cat stuck in a barrel with some plumbing on its back, but it's lethal.

Without a doubt, Parodius is in a class above most other shoot 'em ups. The graphics are brilliant, the unconventional foes are a nice touch, the weird weapons are a scream and the disco-classical soundtracks are outrageous!

ANDY



PARODIUS

Looks



Very colourful, with some massive sprites and beautiful scenery!

Sounds



Brilliant souped-up classical backtracks with lots of silly sound effects

Gameplay



Action-packed side-scrolling shooting, but with fewer surprises than expected

Life span



On easy level 1, you can finish the whole game in one go. Still, level 7 is a killer!

A fun shoot 'em up with plenty blasting to get your teeth into. It's so cute you can't help liking Parodius – and the ending is dead funny!



Final rating
87
Percent

KRUSTY'S

SUPER FUN HOUSE

For SNES (1 player)

From Acclaim

Price £50

I've always found it odd that street-smart Bart Simpson picked Krusty the clown for a hero. But then Krusty is the owner of a massive Fun House which Bart loves.

But all is not well in Krustyland: rats have invaded the Fun House. To evict these vermin, Krusty has fitted every room in the Fun House with a trap, which either fries, flattens or pops rats. Bart and co. are on hand to press the button, so all Krusty has to do is get the rodents into the trap.

The catch is that the dumb creatures simply roam around aimlessly.

If they bump into an object the same size as them, they climb over it; if the obsta-

cle's bigger than them, they turn around and head in the other way. Which proves a real headache.

Only by picking up and placing blocks, replacing pipework and making holes in platforms, can Krusty guide the furry troop to its doom. Once the last rat has been blatted, Krusty can leave the room, lock the door and start clearing the next.

Sadly for Krusty, rats are the least of his worries. The so-called 'Fun House' is also inhabited by spitting vipers, laser-shooting aliens and flying pigs who are all out to get him, so it's lucky (unless you're a rat, viper, alien or pig) that Krusty's pie-throwing is up to scratch!



A major hazard in Krusty's Not-Much-Fun-At-All House are these laser-toting aliens. Luckily, they're allergic to custard. Phewww!

TOTAL! TEK-SPEX

Game	Krusty's Fun House
Levels	60
Difficulty	Hard
Continues	Passcodes
Release date	Out now

The moody graphics aren't terribly Fun Housey, but they do add atmosphere. Fortunately though the blend of puzzle solving, pie throwing, platform jumping, secret passage-ways, hidden bonuses and stuff to collect make this a refreshingly unusual game. My big moan is that you only get passwords every 12 rooms. But then that's not really a very big moan, is it? **ANDY**

TOTAL!

DOWNERS

The graphics are a bit too gloomy for a 'Fun House'. Could do with a few more passwords - it's a real pain having to replay the bigger levels. Not very Krusty or Simpsony for that matter

CLOWNERS

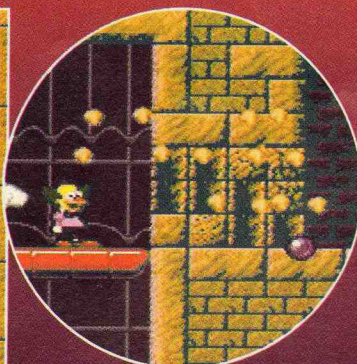
Weird mix of puzzles, pie-throwing and platforms makes for intriguing gameplay. Silly sound effects are dead funny! Krusty's Fun House has 60 huge rooms to de-rat

Welcome to the house of fun!

Planning's vital, so here's a just part of one 'room'. And this is an easy one!



Jump up here to collect a Krusty's bag of tricks (10 points), a Krusty mug (20 points) and a Krusty hooter (50 points). The block at the top explodes into stars signalling the opening of a secret passage!



Shoot the super ball at the crumbly blocks and lo, a secret chamber! Smart clowns always explore every crevice of this huge maze - hurry young Simpson there are bonuses afoot.



Looks



Moody backdrops with loads of depth. Sprites are small but perfectly formed!

Sounds



The music is better turned off, but the sound effects are a real giggle!

Gameplay



Good mix of platforms and puzzling. Intriguing to play and addictive, too.

Life span



Lots of levels, big rooms, tough puzzles and passcodes to save your sanity.

Well-weird game with a spooky atmosphere. Exploring huge rooms and solving the rat-catching puzzles is fun. Looks good, sounds funny and is a hoot to play!



Final rating
80
Percent

SUPER SOCCER

For Super NES (1-2 players)

From Human Creative Group

Price £40

If this is Super Soccer, what's so Super about it? What does it offer soccer fans that they haven't been seen before?

First there's the massive range of options: 16 world class teams, choice of formation, substitutions and either manual or automatic goalies. You can either play against the SNES, against a friend or with a friend on the same team. Then there's the control mechanism - and once

again we're talking pretty groovesome! You move your player with the joystick, and use two of the buttons to pass and shoot. To get a bit more clever, you can curve shots and change the person you're passing to. You can even try sliding tackles and barges using the pass and shoot buttons.

The simple controls enable you to perform a surprising number of moves and make the game very playable, but what about the rules? How near to real football is it?

Sadly, this is where the game lets itself down. There are a few odd quirks which annoy simply because there's no excuse for them.

Think of Super Soccer as an arcade game rather

than a football sim though and you're in for a real hoot. Go for it!

ANDY

TOTAL! TEK-SPEX

Game	Super Soccer
Levels	N/A
Difficulty	Easy
Continues	None
Release date	Out now

STRIKERS
Excellent 3D visuals. You can perform a wide range of moves easily. Loads of challenging teams to play against.

STREAKERS
Only a couple of ways of getting past the computer goalie. The rules aren't exactly, er... accurate



Quick on their feet they might be but these guys have really weedy arms. A throw-in rarely goes more than a couple of feet. Luckily for him this picture's sloping!

Ooooooh! It's a penalty shoot-out!



Well into the penalty shoot-out and the Colombians are about to level the score.



Still, despite his knock-knees he saves the goal and does a swift celebratory jig.



Unfortunately for Colombia, their manager decided to put 'Rickets' Johnson in goal.



These south American teams are dead excitable aren't they? Look at them dance.

SUPER SOCCER

Looks



■ The 3D pitch works incredibly well, and the whole thing has immense depth

Sounds



■ A high enough standard, but there's nothing memorable or exciting

Gameplay



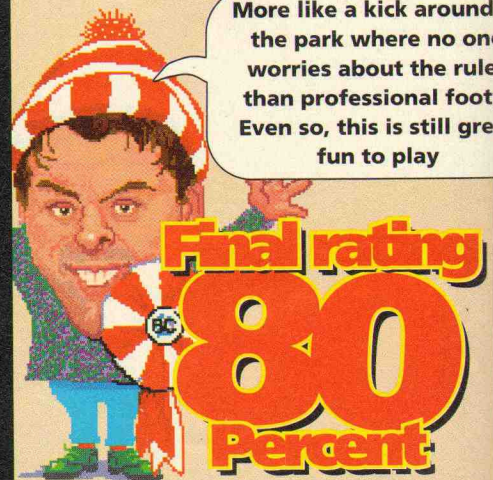
■ Rewrites the rules, but at the end of the day it's basically just damn good fun

Life span



■ Tough against the computer. When you're bored of that, play a friend

More like a kick around in the park where no one worries about the rules than professional footy. Even so, this is still great fun to play



Final rating
80
Percent



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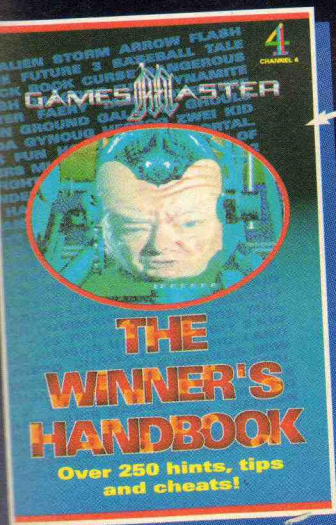
4
CHANNEL FOUR
TELEVISION

Inside the first issue you'll find an ENORMOUS and thoroughly splendid double-sided *Desert Strike* poster-calendar. Guaranteed to make even the grimmest bedroom/office/doctor's waiting room a more exciting and informative place to be, it boasts not one but TWO excellent pieces of chopper-related artwork for your edification (or something).

Along with all the news, reviews, previews, celebrity challenges, giant competitions and a particularly diabolical quiz, each issue will sport a truly awesome tips section hosted by the oracle of all gaming knowledge, the GamesMaster himself.



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GAMESMASTER

SUPER MARIO BROS 3

Finishing the game!

And here it is! The definitive guide to completing Super Mario Bros 3, with hints to getting through world 8. What's that, you haven't got to world 8 yet? Well, what about world 1? Good, then by following these handy hint'ettes you'll be able to cruise to a showdown with that fiendish Bowser chap, with nay prob's whasoever!

Step 1

Complete worlds 1-1 and 1-2 (and if you can pick up the extra lives in each one, good).

Step 2

Use the cheat from page 80 to pick up the first warp whistle.

Step 3

Collect all the coins on world 1-4 to make Toad's white mushroom house appear. You really do need that Magic P-Wing!

Step 4

Enter Boom-Boom's mini-fortress and pick up Warp whistle number 2 (see page 80).

Step 5

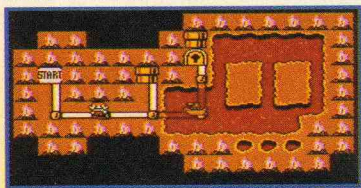
Finish worlds 1-5 and 1-6. By now you should have 80,000 points or more. This will bring up the Card Game, and pay extra attention to try and get as many goodies as possible.

Step 6

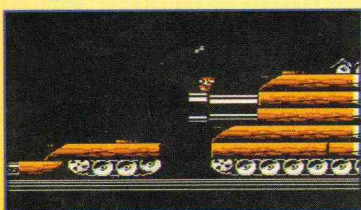
Complete world 1 by beating the Koopa kid and collect a second P-Wing from Princess Toadstool (you'll need this one too!).

Step 7

At the start of World 2, use your first warp whistle to enter the warp zone. Now use your second warp whistle to enter world 8!

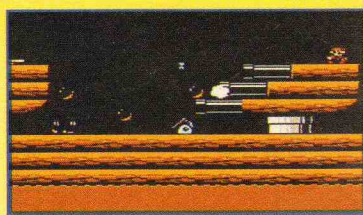


Step 8



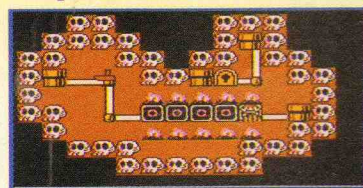
The first section is full of trundling tanks. It's a killer and is definitely worth flying through (time to use your first P-Wing as you want to take as little damage as possible).

Step 9



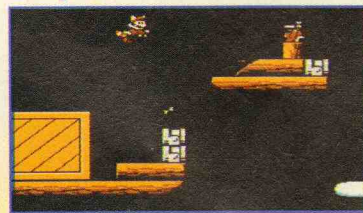
Finish the battleship level. This is a toughie, but is easier than the tank one. Don't worry too much if you do manage to fall in the water – it doesn't kill you immediately.

Step 10



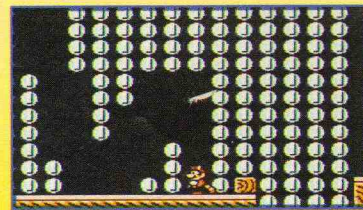
Enter the next map area. As Mario crosses the five blocks, he'll get grabbed by hands. Don't worry, these levels are short and aren't too hard. When you finish each one you're given a Super Leaf. If you can, use fire Mario for the first one. The second stage (third block) is a doddle. And the third one (fifth block) has flying fish. Again, not too tricky – keep jumping!

Step 11



Use power wing on next level. This is THE hardest level in the entire game!

Step 12



A Right, you're in the spooky bit now. You should be able to see Mario in a little pool of light. Move along the trail to world 8-1, and

make sure you're Raccoon Mario before you start. Fly up as soon as you enter, head left and hit the blue 'P' switch.



B Drop down and collect loads of luvverly coins!

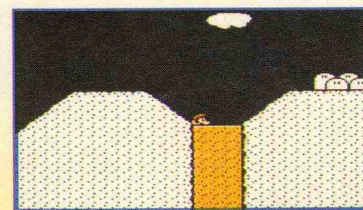


C Go back and take off again. Head right and head for the black pipe.



D Go down for the three 1-ups. Finish the level (this is also a killer, so if you didn't use the wing on the very first stage, use it now).

Step 13



A Enter world 8-2. Beware the Pakkun flowers and beware the sun. Walk straight into the first quicksand pit – and wait!



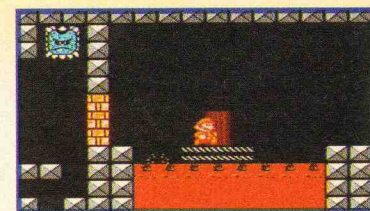
B Mario comes out in a corridor. Head left and you can enter a pipe for a power-up; head right and you

can enter a pipe to collect coins.

C When you re-appear, beware the flowers, run up the hill – then down the other side and fly over the big gap with the two springy musical note blocks.

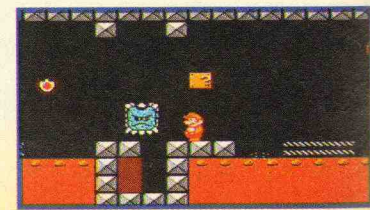
Step 14

A Pass the first tube and then move up (north on the map) and then enter the mini-fortress. There are loads of two-way doors to go through – however, only one will do. (Don't worry, all of the other doors hide power-up blocks, and eventually lead back to this corridor).

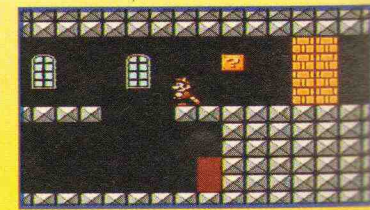


B Go straight along, avoiding the whizzy discs. Reach the final door in the centre of a disc. Bash the blocks, stand on the circular hub-thing and enter the door.

You come out on a conveyor belt taking you left – so push right straight away. Now you have to jump across a whole series of conveyor belts taking you in different directions. Ignore all the other doors, keep moving right.

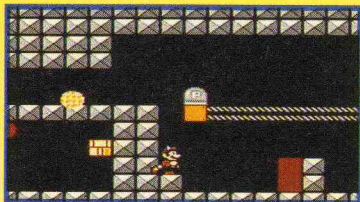


C Watch out for Thwomp! At this point if you are small, you can go through the door to get big again. Also you can keep on going through to get the raccoon suit – you need it!



D You'll come to this gap in the floor – don't bother going down (it's terribly confusing if you do). Smash

the blocks with your tail before getting the invincibility star from the mystery block. Let the star bobble along for a bit before you pick it up (it will last longer that way) – then run right! At the end of the last conveyor belt (ignore the door below) drop down carefully avoiding thwomp. Now jump over him (from right to left).



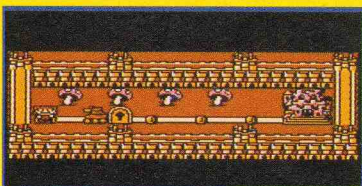
E Hit the block on the right to reveal a switch. Smash the block on the left and jump up. Hit the switch and a door appears in the middle of the conveyor belt – ignore it!



F Head right instead and enter the door on the far right! Duck down immediately and wait until the conveyor belt has taken you past the spikey things. Defeat Boom-Boom (watch out – the conveyor belt is the floor and it keeps moving!).

Step 15

After the fortress, move up (north) and then left. Enter last map and



tank level. Use a raccoon suit, and... er... finish the level (you'll be all right, it's not too difficult).

Step 16



A Hold down B and run past the laser-spitting statues. Don't slow down and you won't get hit!



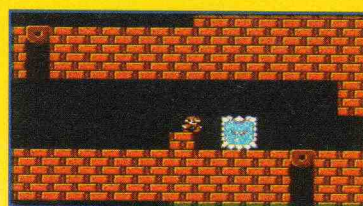
B Secret platform coming up! Get ready to jump on when you reach the middle of the shaft. Stand on the doughnut platform on the right (it drops like a brick, so get ready to jump off to the right!). Watch out for candle flames (they act the same as ghosts). Beware of the spinny discs (easier said than done) while climbing the stairs. If you need to

pause, stand right next to the red blobs – you won't get hit. At the top of the stairs on the far right there's a hidden one-up. Now climb down the stairs, and be careful – don't rush or you'll get hit by the discs (painful).



C Doughnut city! Keep jumping, avoid the flames... er... don't die. Jump across and onto the middle platform – the one with the red blob and two spinny discs.

D Thwomp coming up: jump over the single block, let Thwomp approach and then jump back. As he moves right, follow him closely and stand on the doughnut platform as it drops. Get ready to jump right. Jump across the spinny disc things and go



through door. Ignore the laser statues: only one fires and that doesn't hurt. Get the power-up. The next series of platforms are perched over lava and are made tricky by the moving fireballs! Keep going right, and through the next door.

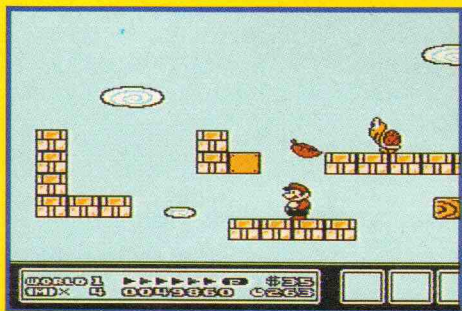
Step 17

Bowser! Right, don't jump on his head. All you have to do is avoid his fireballs and move just as he jumps towards you. When he hits the deck, he'll make a big hole. What you have to do is lure him to the same place so he bashes his way through and drops out of sight! When he's gone, enter the flashing doorway and prepare for a shock! And after the end-sequence, check your inventory bar!

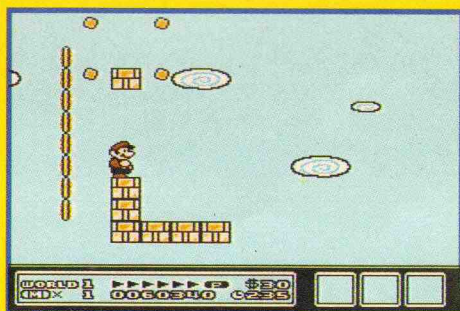


Finding Toad's white mushroom house

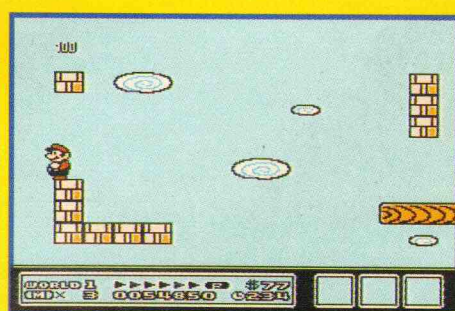
In every world Toad also has a secret white mushroom house. To make the house appear you have to collect every coin on a certain level. The first one is world 1-4...



Collect the power-up from the 'L' shaped block. Then make sure you get all the coins from the left-hand block of that strip of five.



A bit later you'll see this column of eight coins. Get them all (by jumping off the wooden platform at the last minute) and smash the block above.



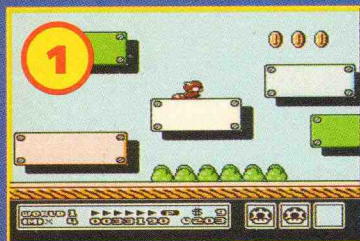
Now you have to jump up and nut the block above. Don't hang about – you need to get all the coins before the scrolling pushes you off!



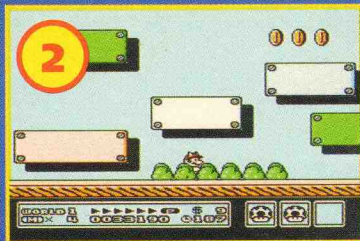
Once you have all 44 coins, Toad's white house appears – pop in and you'll be given a P-Wing (you'll need it to finish world 8!).

The houses which appear in odd worlds (1, 3, 5 and 7) give you P-Wings, those that appear in even worlds (2, 4, 6 and 8) give you the anchor (which is pretty useless really).

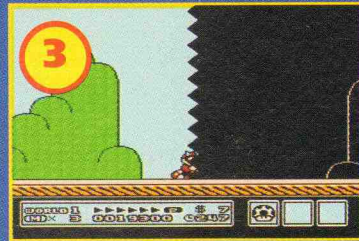
Warp whistle 1



1 Find this white block on Level 1-3. Kill the turtle then pull down on the joystick to make Mario crouch.



2 Stay crouched for five seconds (that's five counts of the timer). Mario falls through and stands *behind* the bushes!

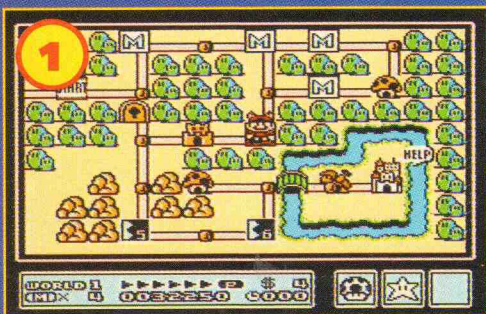


3 Quickly run right. (Watch out – even though you're behind the scenery you still have to jump over any enemies that appear.)

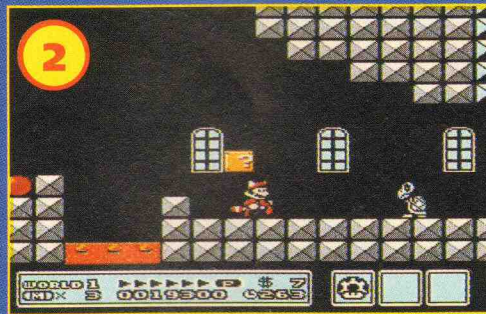


4 Keep going right and you'll find yourself in a secret mushroom house containing the first warp whistle! Job done.

Warp whistle 2



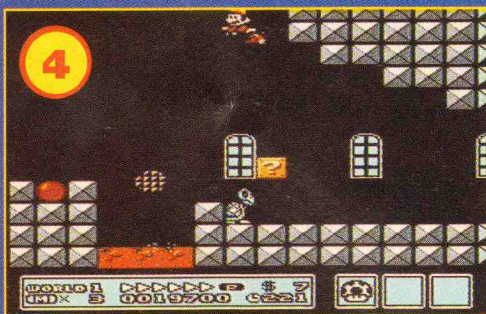
1 Right, off we go to get the second warp whistle. Make your way round to the first mini-fort in the middle of the map, where Boom-Boom lives.



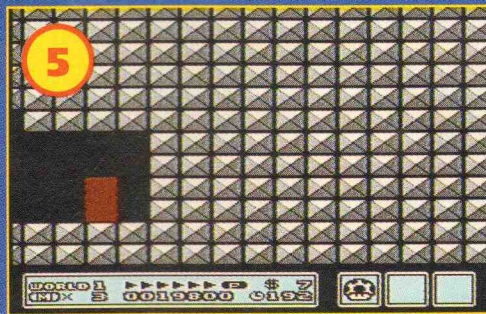
2 Get to the end of the level, just before the last door. You have to be Raccoon Mario by the time you reach here (there's a leaf in that block anyway, so don't worry).



3 Stomp on the Dry bones turtle and run as far right as you can – *don't* go through the door! Hold down the B button and run left to build up speed...



4 As soon as the P on your power meter flashes to signal maximum speed, use the A button to fly up. Keep going until you disappear off the top then move right.

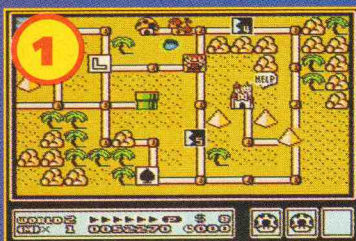


5 If you got it right the screen will scroll left as if you are travelling along it, even though you can no longer see yourself. When you come to a dead end push up.



6 Ta-diddly-da-da-di-daaaaah! Secret warp whistle number two is yours. Right, now trot off and complete the rest of the world (a doodle or what?).

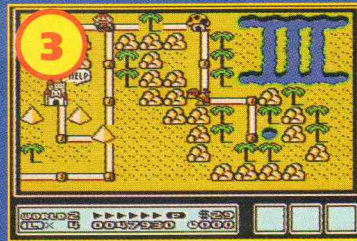
Warp whistle 3



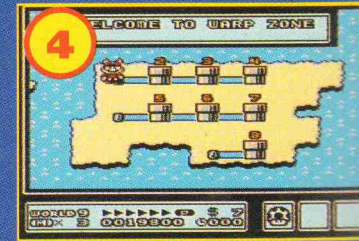
1 When you reach the second world, defeat both the Hammer Brothers. You should now have the all-important hammer.



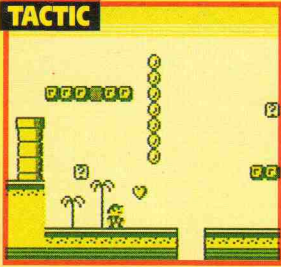
2 Go to the top right of the map and use the newly-obtained hammer to destroy that rock. It opens a new map section...



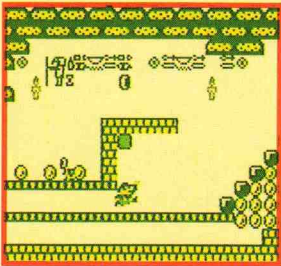
3 ... Like this! There are two Hammer Brothers together here. Defeat them and the third and final whistle is yours!



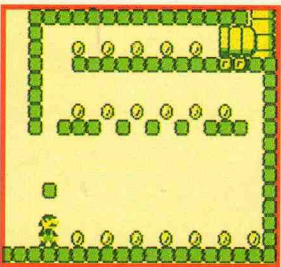
4 Now, by using one or more of the three warp whistles, you can travel to any of the worlds from this special warp screen.



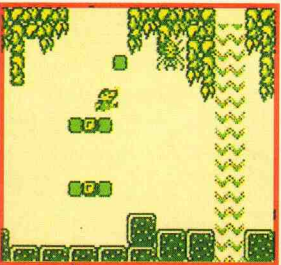
World 1-1. For a secret 1-up heart, jump off of the bonus block and 'butt' the 4th block along.



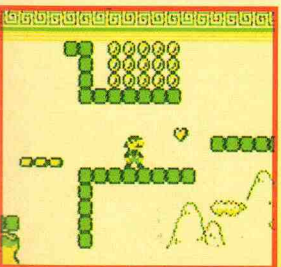
Later there's a turtle above 2 thin tunnels. Kill it, jump the ledge and step underneath for coins.



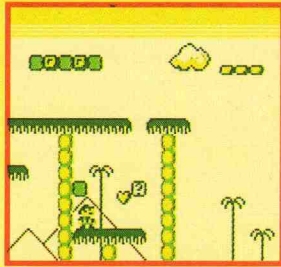
The next bonus pipe leads here. There's a hidden block 15 tiles to the right, 4 from the left.



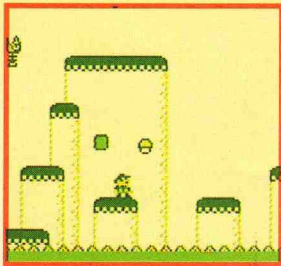
World 3-2. After 3 pipes, climb these 2 platforms. Stand far right and jump. Now run along the top.



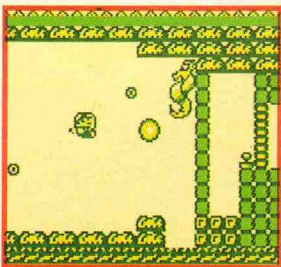
Jump down the 1st pipe of the 3rd large set. It leads to a coin room. Pull right to nab the goodies.



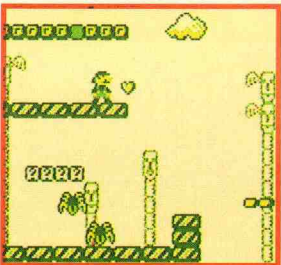
World 1-2. Find this platform. Stand on the left and jump to find a secret block and a 1-up heart.



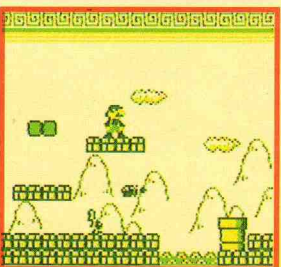
World 2-1. To get the power-up hidden here, just drop down, stand on the left edge and jump!



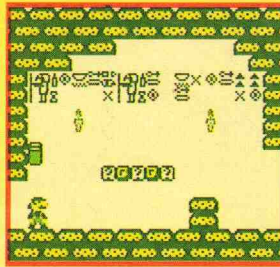
World 2-3. Near the end of the level, shoot the blocks at the base of the screen for a power-up.



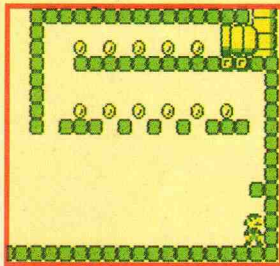
World 3-3. Move along the first platform. Kill the turtle and hit the last but 4th block for a 1-up.



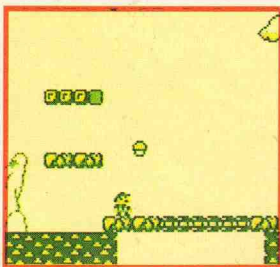
World 4-2. Here, hit the right-hand block for a power-up. Enter the gun pipe for 251 coins!



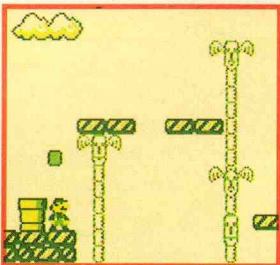
World 1-3. After using the secret lift, drop down and the 1st tall pipe with a flower is a bonus room.



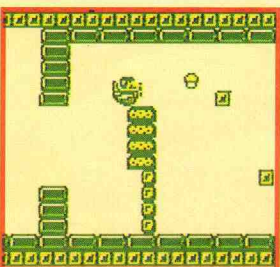
World 2-1. The 2nd pipe leads to a bonus room. Don't panic! There's a secret block on the right.



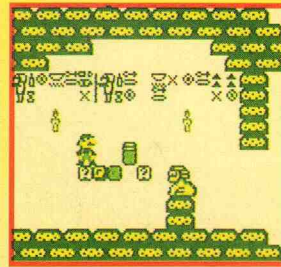
World 3-1. The 1st group of 4 platforms has a power-up hidden in the right hand block.



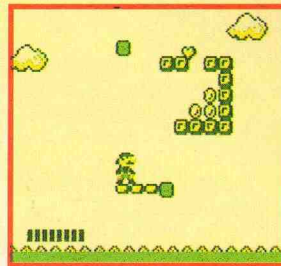
The next pipe is a bonus room. Don't worry about a way out, just jump on this invisible step.



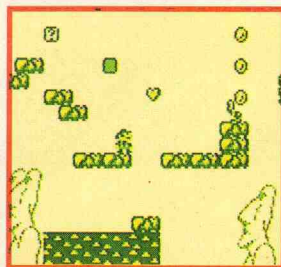
World 4-3. Blast all the top blocks for bonuses. Shoot this block after the maze for a power-up.



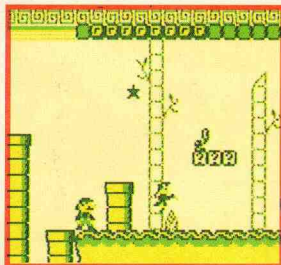
The 2nd lift's found here. Smash the 4th block, jump into the gap, run along the roof and into...



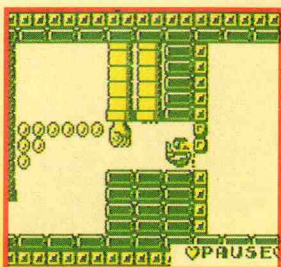
After the dragons, jump onto the lift. Smash the bonus block, then hit the one above for a 1-up.



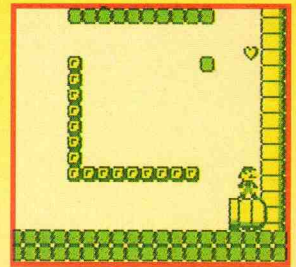
The 3rd group of platforms like this has an invisible block hiding a secret 1-up.



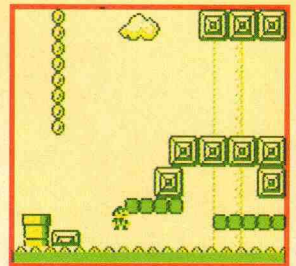
World 4-1. Here, jump off of the tall pipe and hit the left roof block for an invincibility star.



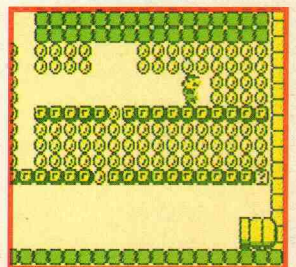
Fly under the spinning disc, then quickly move far right to avoid the clutching hands!



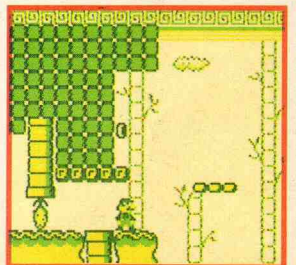
the pipe. Collect the coins and smash the right hand blocks. Then run and hit the top block for a 1-up!



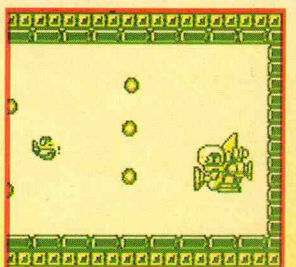
World 2-2. Walk small Mario along this invisible path. Above, blocks 16 and 32 hold bonuses.



The block above the next gun turret contains a power-up. You'll then find a ledge full of coins.



When you find this set of Pakkun flowers and gun, hit the right hand block for coins and a power-up.



Biokinton is easy, just keep clear of him. To kill Tatanaga, stay middle left and watch your ship!

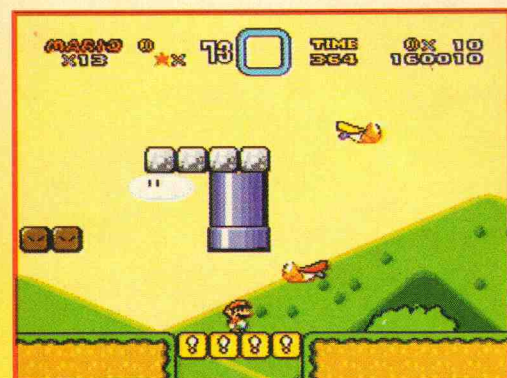
SUPER MARIO WORLD



SNES
TACTIC

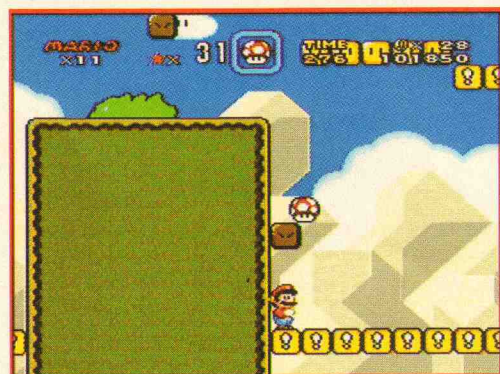


1 Yoshi's Island 2 is the first place where you can build up a huge stock of extra lives. Right at the beginning, pick up the Koopa shell, jump up on the first platform and kick it away. It'll crash through all the other Koopas and bingo – one free life! After you've completed the level once, you can simply keep coming back, getting the 1UP and then quitting the screen and doing it all again, as many times as you like.



4 When you come out after going down the pipe, you can go back a little way to get to the halfway tape, or go back just a couple of steps and go down another pipe, which will take you to...

The easiest way to get around Super Mario World is using the Star Road. As with any major road you need to find though, there are no sign posts and it doesn't appear on maps - or it didn't, until now!



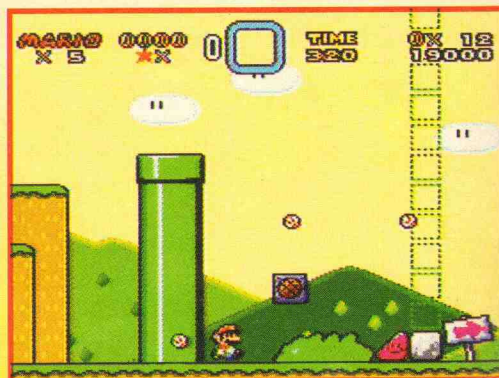
2 On Yoshi's Island 3, there are masses of extra power-ups for the taking, but only if you've hit the Yellow Switch Palace. Right at the start, for example, you can collect this free mushroom...



5 ... This nifty little bonus section. Master the use of the flying cape and you can collect enough coins here for a couple of 1UPs, and you can keep going back and repeating it until your time runs out.



3 ... Or go down this otherwise-inaccessible pipe for a Yoshi coin. Of course, if you do that you'll have to wave bye-bye to Yoshi himself, but then who ever said life was going to be easy?



6 On Donut Plains 1, when you reach the end you'll see this enormous stack of dotted blocks. Looks interesting, doesn't it? But unfortunately, at this stage you can't do anything with it...



7 Donut Plains 2. Here, go up the pipe, where you'll enter a secret room.



8 All you have to do is spin and jump to get the Koopa shell. Throw it up at the last block in the steps, making a vine appear which leads to the key to the Green Switch Palace.



12 Having revealed the Top Secret Area, go back and do the Ghost House properly. Simply go through the door, headbutt the block, go through the SAME door again, and headbutt the block again to reveal a vine which leads to the exit.



15 Right afterwards, grab a Koopa shell and kick it down this hill for another 1UP.

19 That gets you to the Donut Secret House. Pretty simple stuff, until you get to the end bit. Pick up the 'P' block at the end and carry it to the area illustrated (having picked up the coins which are found just to the right of this pic on your way along). Drop and hit the 'P' block, at which point you have two choices. Either go to the grey door which will be revealed where the coins were (to complete the level as normal and get to the pipe on the map screen), or headbutt the block as shown and quickly climb the vine. Run to the right and enter the grey door – and you'll find an enormous ghost!



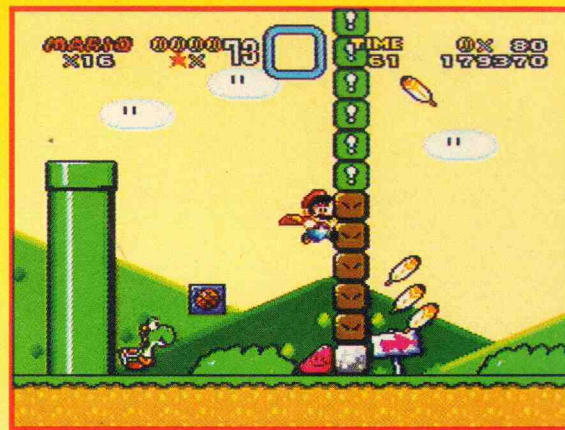
9 Once you've completed the Green Switch Palace you go back to Donut Plains 1. As you can see, the dotted blocks have now turned into a towering green wall. If you now run up it (like in the picture) you'll find a key.



13 Donut Plains 3. In the fourth smashable block is a vine leading to some coins as well as letting you skip some nasty bits. Later on you'll find some moving platforms. Turn the first switch OFF, the second one ON, then jump across the moving platforms at the top to reach a pipe. Go inside and you can play the 1UP game.



16 This bit is quite busy. If you have Yoshi, the second flying Hammer Brother will be a good deal easier to kill. Send him flying and the level's as good as over. Almost!



10 Or if you prefer, why not whack them with your super-doooper cape to reveal a massive amount of Magic Feathers first? You don't need 'em, of course, but you do get lots of points. Yum!



11 Before you get to the Donut Ghost House, get a cape. Walk left to the first gap, turn back, run and fly up to the right. Walk along to find 4 1UPs and a door to a Top Secret Area!



18 You're halfway to the Star Road. Swim through Donut Secret World as normal (go up into the first grey pipe), and pick up the 'P' block. Carry it along to this point, then drop it and hit it in order to get to the mystery block below, which contains the key to the keyhole.



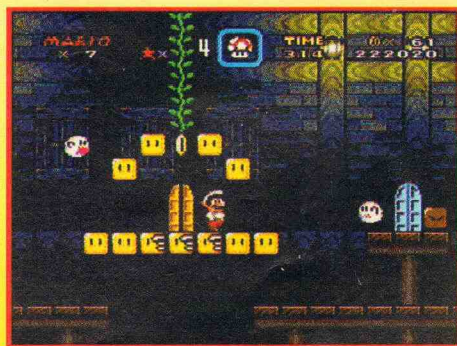
20 Pick up a block from the floor. When Big Boo appears, chuck the block up at him. Do this twice more (don't fall through the floor), and he'll be dead. Now you have a clear route to the Star Road!



14 Donut Plains 4. Move quickly to avoid the yellow Koopa before it gets into its shell. Go down the first grey pipe then knock this Hammer Brother off his platform, by nutting him from beneath.



17 Morton's Castle is easier than it looks – just keep a cool head. When you reach Morton, keep your finger on the run button, as he drops down whenever he's right above you. If you're slow he'll land on your head. Otherwise, he's a wimp, so bounce him three times. Right, off to the Vanilla Dome...



STREET FIGHTER

KEN AND RYU

The all-American boy in the red pyjamas is considered by some the best Streetfighter. When Ken's beserker rage takes hold you'd better give him what he wants or you're for the high jump. All of Ken's special moves can also be applied to Ryu since they trained together. Ken's rage



makes him more liable to attack, whereas Ryu will wait cautiously before deciding to break your face. The best tactics to use for Ken or Ryu are special move combinations with a smattering of other techniques.

SPECIAL MOVES

The Fireball – A long range move. Use it to make your opponent jump towards you, or to smack 'em in the face. Don't try it too close to your opponent as it can be blocked. Pull down on your joystick and circle towards your opponent, then use any punch button.

Hurricane or Cyclone Kick – Really useful in certain situations, such as when your opponent is dazed or trapped at the side of the screen. It's a beauty to watch. To

use it, pull diagonally down and away from your opponent then press any kick button.

The Dragon Punch – One of the most powerful moves in the game, this also makes your fighter invulnerable while it's being performed. But it's a bit tricky and should only be attempted when your opponent is jumping above you or trapped in the corner. Pull down, then diagonally towards your opponent then hit any punch button.



OTHER MOVES

Leg Roll – Push into your opponent and use a Roundhouse or Forward Kick.

Power Sweep – Crouch and use a Roundhouse kick.

Body Slam – Push into your opponent and use a Strong or Fierce punch.

COMBINATIONS

- Power Sweep, a Fireball and then a High Kick.
- Shin Kick, a Knee Slam and then a High Kick.
- Crouching Fierce Punch then either a Leg Roll or a Body Jam.
- Roundhouse Flying Kick, a Dragon Punch, and then a High Kick.

ZANGIEF

The Russian powerhouse isn't the most agile fighter, but his Spinning Piledriver is the most powerful move in the game.

SPECIAL MOVES

Spinning Piledriver – Make a complete circle starting with the top arrow on the joystick while pressing any punch button.

Piledriver – Same as above. While standing near an opponent move in and press medium punch.

Spinning Punch – Press two or all three punch buttons and Zangief spins around with his fists out.

Throw – When close to an opponent, pull down on the pad and press the Medium punch button.



Brain Buster – To lift your adversary over your shoulder move in close and use a strong punch.

COMBINATIONS

- Roundhouse Sweep, Fierce Punch.
- Any throw, Fierce Punch, Light Sweep.
- Jumping Roundhouse Kick, Piledriver.

DHALSIM

He may look like the post-Christmas turkey, but he's great at close combat.

SPECIAL MOVES

Yoga Flame – Circle the pad from nine o'clock to three, or vice versa, then press a punch.

Yoga Fire – Exactly the same as Ken/Ryu's Fireball.

Yoga Nugi – While standing close to the enemy, press the Medium punch button.

Yoga Mummy – No bandages here (except for on your opponent). At the top of a jump, use a Strong punch and you'll dive in at 45 degrees.

Yoga Spear – Same as the Mummy, except that you dive in at 30 degrees.

Headbutt – Vicious and nasty,

but it does the job. When close to an opponent press the Fierce button.

COMBINATIONS

Use stronger attacks to keep opponents away. Missile attacks and combos work best:

- Slide, Knee Kick, Yoga Nugi.
- Fireball, Knee Kick, Headbutt.
- Roundhouse Sweep, Yoga Spear, Yoga Flame.



STREET FIGHTER 2

SNES TACTIC

So you want to be the hard man on the block when it comes to Street Fighter 2? Be warned, it takes years of meditation and physical training to shape the body into a lethal weapon. On the other hand, you could just read and absorb these

rather wonderful tactical tips on how to make the best moves with each of the 'controllable' characters.

For the purposes of this guide we're using the following terms for the buttons on a standard SNES joystick. Left button - Fierce/Strong Punch. Right button - Roundhouse/Strong Kick. Button X - Medium Punch. Button Y - Jab/Weak Punch. Button B - Short/Weak Kick. Button A = Forward/Weak Kick.

CHUN-LI



The fighting woman's woman. Petite and agile, she's the quickest character in the game. Apart from the lack of missile attack, she's mean.

SPECIAL MOVES

Spinning Bird Kick - A charging technique. Hold down for a second then push up and use any

kick button.

Hundred Foot Kick - Press any kick button repeatedly for devastating results.

Heel Stomp - When flying through the air pull down and use the medium kick to stomp on your enemy's head.

Throw - Move close to your opponent and use a medium or Strong punch.

Air Throw - When both fighters are in the air, push the pad in any direction except up and then use a Medium or Strong punch.

COMBINATIONS

- Flying Roundhouse Kick, Fierce Punch, and then a Crouching Roundhouse Kick,
- Crouching Roundhouse Kick, Fierce Punch, Strong Punch.

GUILE

Possibly the hardest character in the game (but don't tell Ken).

SPECIAL MOVES

Sonic Boom - Charge up for two seconds by pulling back on the pad then flip forwards and hit any punch button.

Somersault Kick - Charge up by pushing down for two seconds, then push the pad up while pressing a kick button.

Air Body Slam - In mid-air press Fierce or Strong punch and hurl 'em to the ground.

Air Breaker - Same again - just use a Roundhouse or Forward kick while jumping.

OTHER MOVES

Back Drop - Get in close to your opponent, press the pad towards

your enemy, hit the Fierce Button and wham!

Shoulder Throw - Get close, hit strong and send 'em flying.

COMBINATIONS

- Sonic Boom, R'house Sweep.
- Flying Fierce Punch, Fierce Punch, Sonic Boom, Backfist.
- Sonic Boom, Somersault Kick, Roundhouse Sweep.
- Backhand Strike, Sweep Kick.



BLANKA

To the average Streetfighter, this Blanka dude is only in the game to be troublesome and get in the way, two things he does rather well. But if it's a challenge you want, (or



you've run out of batteries) Blanka is yer man, er... dog, er... whatever he is...

SPECIAL MOVES

Electrify - Press any punch button to give your opponent a bit of a shock.

Cannonball Roll - Another charging attack. Hold back for a second and then flip towards your opponent and press any punch button. The power dictates the speed of the charge.

Head Bite - When close to an opponent, push into them using a Medium Kick.

Double Knee - Knee someone in the face by pushing into them and using a medium kick.

COMBINATIONS

- Cannonball Roll, Roundhouse Kick, Fierce Punch.
- Double Knee, Head Bite and then Electrify.

E HONDA

He might be a bit on the porky side, but don't mess with Honda (unless you want 10 tons of undigested sushi bouncing on your head).

SPECIAL MOVES

Sumo Torpedo - Charge up for a couple of seconds then flick the pad towards your opponent and hit a punch button.

Hundred Hand Slap - A useful move against cornered or dizzy opponents. Hammer any punch button, the stronger the punch, the faster the slap.

Sumo Crush - When close to an opponent push into them and use a Fierce punch. This is a real energy-drainer.

Throw - Same as above but with a Medium punch.



Double Knee - Push towards your opponent and press the Medium Kick.

COMBINATIONS

- Fierce Punch. (Very good for knocking opponents out of the air.)
- Torpedo, Forward Kick (which hits twice).
- Flying Roundhouse Kick, Fierce Punch then the Hundred Hands Slap.

IF YOU'VE BEEN FOLLOWING SUPER PLAY, YOU'LL KNOW THAT EVERYBODY ELSE HAS, TOO.



This year the magazine to watch for cutting edge console gaming isn't one of the ones you might have expected. It's *Super Play*.

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SUPER PLAY: CATCH THE EXCITEMENT FOR YOURSELF.

SNAKE, RATTLE AND ROLL



TACTIC

Let's face it, if you haven't discovered this cheat by now there's very little hope for you. On level 1, race through the level as fast as possible (in a straight line) – if you can jump on to the rocket you'll be zoomed off to level 8 of all places.

If you're having trouble collecting any bonuses that are out of reach, try this handy trick; drop into the water near the bonus, then wait for the shark to bite you – your snake will leap higher than usual, allowing you to collect the bonus! Make sure that you have a long tail, though.

BILL & TED'S EXCELLENT ADVENTURE



TACTIC

Most excellent, dudes! Let's dig into these most un-bogus passwords to get right to the end of the game... excellent! So, uh, party on, erm Wyld Stalyons – and other BT quotes!

Stage 2 – 555 4239
Stage 3 – 555 6767
Stage 4 – 555 8942
Stage 5 – 555 4118
Stage 6 – 555 8471
Stage 7 – 555 2989
Stage 8 – 555 6737
Stage 9 – 555 6429
Stage 10 – 555 1881

PILOTWINGS



TACTIC

Here's a handy batch of level codes, allowing you to see some of the more exciting bits without actually doing the work. Tsch – shame on you!

Area 2 – 985206
Area 3 – 394391
Area 4 – 520771
Area 5 – 400718
Area 6 – 773224
Area 7 – 165411
Area 8 – 760357
Helicopter mission – 108048
Secret command 2 – 882943

BLADES OF STEEL



TRICK

Hold down A and B on both controllers, then press START on controller one – the game will start with no goalies! Which makes life really interesting!



Never, ever, ever, play competitive sport with folk who look like Jason Voorhees.

TOTAL!

TACTIX

Tips, cheats and player's guides

SUPER SMASH TV

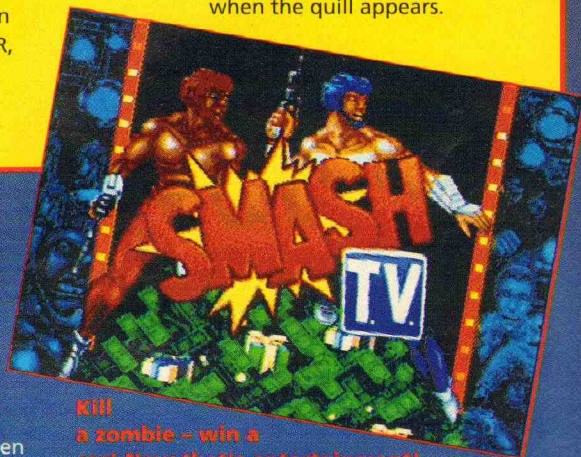


TRICK

Go to the options screen and select the easy level, leave easy highlighted and wait for a minute – now press the L and R buttons repeatedly and you should hear the word BINGO! You'll now enter the secret sound player screen. For extra lives & continues, try this; bring up the one/two players option screen and move the selection box to 2 players. Now press and hold L and R, then press and hold UP – don't release until you hear the word BINGO. To warp to any level, go to the player

select/options screen and enter RIGHT, RIGHT, UP, DOWN, RIGHT, and LEFT. The word BINGO! will sound, and a level-select screen appears. For a turbo speed game, go to the options screen and enter LEFT, RIGHT, LEFT, UP, R, and R.

And if, for some reason, you'd like to see the blokes responsible, bring up the Acclaim logo and hold down L and R, then hold down B when the quill appears.



Kill a zombie – win a car! Now that's entertainment!

BATTLE OF OLYMPUS



TIP

For every item, try this code: BFFXVN XQNL58K, CM2FHU X4GW5ZD.

MOTOCROSS MANIACS



TACTIC

There are oodles of bonuses hidden off the top of the screen in the smart Game Boy racer. So, whenever you go up a ramp make sure that you use a nitro-boost to gain extra height on the leap. On level 5, don't use any nitros at all (except to get other nitros). Just before the third 'N' capsule (as you go up the hill) repeatedly press the B button as fast as you possibly can – then, with any luck, the biker will whizz up into the air and find 28 nitro cans that have been hidden at the top of the screen – phewee, brmm, etc!

CASTLEVANIA 2



TIP

Here are some excellent codes; the first lets you start with absolutely truckloads of gear, while the second and third codes allow you to see the different end sequences without all that playing nonsense. EPZT OYSF SZVY SOZO – Start with rib, heart, eye, and nail
CTMV W26K R5KN SIBK – See Ending #2
C1DF O26D L1KN SWJK – See Ending #3

JACK NICKLAUS GOLF



TACTIC

Stuck in a bunker? Simply select a 3-wood and drive it towards the pin at full power – it should bounce back and land a few feet away from the pin.



Krusty eh, what a clown! He threw this pie in someone's face – how we laughed!

KRUSTY'S SUPER FUNHOUSE



TIP

If its level codes you're after, look no further than this stonking batch.

Level 1: HI KIDS

Level 2: BARTMAN

Level 3: SMITHERS
Level 4: SNOWBALL
Level 5: JEBEDIAH

SOLAR JETMAN



TIP

An utterly superb game, and some of the later levels are well smart. Here are some codes to help out:

Secret level – BKKBKKBHMBHMB

Level 1 – KMBKMBHMBHMB

Level 2 – HLBPHHDBKNGB
Level 3 – DNBXPBHBXRHB
Level 4 – DBBNBMBBXXWHB
Level 5 – DLDPPDKKBGLHB
Level 6 – DGDQGHBBMLHB
Level 7 – DNDGPHHBRXHB
Level 8 – DDDRQBQBBMLHB
Level 9 – DMGZNDKBGLHB
Level 10 – DQBBMBBMLHB
Level 11 – DQGHQBQBBRQHB
Level 12 – DGGMBDBBXXWHB
Level 13 – DDHVBQBQBGDHB
Level 14 – ZHHZQQQNNNNN

BATMAN 2: RETURN OF THE JOKER



TIP

Here are some passwords to get you through to the final confrontation.

Level 1.2 – MDRR

Level 2.1 – NMLL

Level 2.2 – NWKL

Level 3.1 – LGZQ
Level 3.2 – GPTW
Level 4.1 – GNXF
Level 4.2 – KHCN
Level 5.1 – QGVN
Level 5.2 – WBZT
Level 6.1 – FFHG
Level 6.2 – CKQG
Level 7.1 – GPZT

NEMESIS



TRICK

Pause the game then try any of the following cheats...

For a full power up (excluding speed), press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT,

B, B, B, and A. For speed and force field, press B, B, B, B, B, A, A, A, and A.

For a smart bomb, press UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, and LEFT. For a power down (?), press A, LEFT, A, and LEFT.

Once you've entered your chosen cheat, un-pause the game and off you go!

DOUBLE DRAGON 2



TRICK

Here are all the necessary continue codes for this entertaining beat 'em up, along with some juicy tips.

To reach levels 1, 2, and 3 – UP, RIGHT, DOWN, LEFT, A, B

To reach levels 4, 5, and 6 – UP, DOWN, LEFT, RIGHT, B, A, A

To access levels 7, 8, and 9 – A, A, B, B, DOWN, UP, RIGHT, LEFT

And as for the helicopter stage, if you're about to be sucked out, pause the game – the door will shut! If you're playing on your own, select the two player 'B' option – when the game starts, kill your chum – every life he loses, you gain one.

PARODIUS



TRICK

After you've picked up a ship, pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, and A. Now un-pause the game and you should have shields,

missiles, lasers, and other such kit. Oh, and look out for the bonus round on level 3, which can be found under one of the water beds at the bottom of the screen.

RAD RACER



TRICK

Once you've picked your car, press the B button a number of times to choose your starting level (see chart below). When done, hold down UP, RIGHT, and press START.

1. Sunset Coastline – 0 presses
 2. San Francisco – 1 press
 3. Grand Canyon – 2 presses
 4. Ruins of Athens – 3 presses
 5. Los Angeles Night – 4 presses
 6. Snow White Lane – 5 presses
 7. Seaway in Typhoon – 6 presses
 8. Last Seaside Running – 7 presses
- End of game sequence – 64 presses

F-ZERO



TRICK

Hold down your accelerator on the starting line, and when the race starts, pull in front of your competitor – he will then ram into the back of you, giving you a super boost!

If you're finding things too easy, however, try this; complete the King League on the EXPERT level and the titles come up – then a new MASTER difficulty setting will appear (and it's well 'ard indeed).

NEMESIS



TRICK

Pause the game then try any of the following cheats:

For a full power up (excluding speed), press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT,

B, A, and START.

For speed and force field, press B, B, B, B, B, A, A, A, and A.

TENNIS



TIP

The easiest way to get a point is this: when you throw the ball up in the air at the beginning of a serve, DON'T try to hit it – miss it purposely, then line yourself up so that the ball lands on your player's head... you'll get the point every time!

BOULDER DASH



TIP

Passwords for the first two quests? Why, certainly. However, if you're struggling on the first few levels, you've got no chance on the later ones. Still, it'll keep you off the streets – more like under them.

FIRST QUEST

Stage 1 – 382490
Stage 2 – 635870
Stage 3 – 840137
Stage 4 – 840967
Stage 5 – 225378
Stage 6 – 752053

SECOND QUEST

Stage 1 – 423480
Stage 2 – 457397
Stage 3 – 432579
Stage 4 – 864111
Stage 5 – 995065
Stage 6 – 827100

Q*BERT



TACTIC

On the title screen, press RIGHT, UP, B, A, DOWN, UP, and B for a somewhat different experience.

CASTLEVANIA



TACTIC

On level one, go to the fifth rope and climb up it, but don't jump off at the top – carry on climbing through the wall to arrive in a secret room!

STAR WARS



TACTIC

At the start, you can keep re-entering the sandcrawler (where R2-D2 was found) and collecting the extra life from the level below – up to 8. This can also be done with any sandcrawlers that contain shields.

When flying the Millennium Falcon, you don't have to line up your target with the lasers from the TIE fighters – as long as their bullets are in your laser's path, they will be destroyed (keep the target in the top middle of the screen to destroy pretty much everything).



TIP

Creepy, spooky, and altogether ooky. Its also blinkin' huge, so if you find yourself caught in the catacombes or trapped in the treetops, try these passwords...

&1ZID - 3 hearts and 8 lives

&Z#HC - 3 hearts, 11 lives and Pugsley

?ZZKR - 4 hearts, 18 lives and Pugsley

?DK96 - 4 hearts, 22 lives, Pugsley and Granny

?LSR4 - 4 hearts, 33 lives, Pugsley, Granny, and Fester

&L982 - 5 hearts, 52 lives, start on last level

B&1&B - 5 hearts, 80 lives, Pugsley and Granny

71117 - 3 hearts, 100 lives, and a sword

W111W - 4 hearts, 100 lives, and a sword

21112 - 5 hearts, 100 lives, and a sword

11111 - Loadsa goodies!

BILL & TED'S EXCELLENT ADVENTURE



TACTIC

If you're struggling with this most un-heinous game, here's a list of the objects and who to give them to...

Major Credit card - Cleopatra, Fortune cookie - Confucious, Holy Grail - King Arthur, Map - Christopher Columbus, Megaphone - Paul Revere, Bag of money - Jesse James, Gun - Al Capone, Headstone - Elvis Presley, Salad Dressing - Julius Caesar, Paint roller - Rembrandt, Stage prop - Shakespeare, Compact disk - Thomas Edison, Rose - Marilyn Monroe.

FACEBALL 2000



TACTIC

Here are some top secret secrets...

Level 1 - shoot the wall opposite the exit to warp to level 10.

Level 5 - At the start, touch the left wall 5 times and shoot the right wall 5 times; collect the key, turn around, then head towards the new exit to warp to level 711

Level 75 - Exit this level to get to level 61.

Level 61 - Collect the extra life, play through to level 70, and finish the level to beat the game.

CASTLEVANIA IV



TACTIC

Before climbing the steps to meet Dracula, jump left across the gap on to the clouds and walk to the far left of the screen - you'll get 99 hearts, morning star, triple shot, and boomerang. Cripes!

GREMLINS 2



TIP

To squeeze even more fun out of this cute, cuddly, and sometimes gruesome arcade romp, try some of these passwords.

1.1 - GBQK

1.2 - BVKF

2.1 - DXNH

2.2 - CGMW

3.1 - NJTD

3.2 - ZFPJ

4.1 - SHMC

4.2 - VLBB

5.1 - NXRD



Can Shadax become king of the castle? Only Solstice has the answer!

SOLSTICE



TRICK

On the inventory screen, press the following buttons: B, START, START, B, B, START, START, B, B, START, START, B, START, B, B, START, START, B, START, B, B, START, B, START.

Get it right & the screen flashes - you can now press SELECT at any time to top up your lives and potions.

OTHELLO



TACTIC

The same strategy from the actual board game also applies to the Game Boy version - try to capture the SMALLEST possible number of your opponent's pieces in each move... trust me, I'm a doctor! Oh, and try to capture the corner squares as well (pretty obvious really).

CAVEMAN NINJA



TACTIC

On levels 8 and 9 you'll find a strange red egg in the middle of the level. Kill all the smaller dinosaurs then crack open this egg - you'll be flown to a secret level full of goodies (and if you're lucky, you'll find a key to enable you to visit the blue dots on the map).

A BOY AND HIS BLOB



TACTIC

Let's face it, the mysteries of jelly-beans (why Ronald Reagan for starters?) are hard to understand at the best of times, so here's a list explaining exactly what 'flavour' does in the game.

APPLE - Blob turns into a jack

BANANA - Blob turns into a wrench

COCONUT - Blob turns into a coconut

COLA - Protective bubble

HONEY - Blob turns into a humming bird

KETCHUP - Blob catches up with you

LICORICE - Blob turns into a ladder

LIME - Blob turns into a key

MINT - Blob turns into ice

PUNCH - Blob makes a hole

ROOTBEER - Blob turns into a spaceship

STRAWBERRY - Blob turns into a bridge

TANGERINE - Blob turns into a trampoline

VANILLA - Blob turns into an umbrella

THE FOOT CLAN



TRICK

For a full energy refill, pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, and A - once only per game, mind you. On the stage select screen, press A, B, and SELECT simultaneously - a question mark should appear - select this to go straight to any bonus game!

MEGA MAN 2



TIP

Simply put dots in the appropriate boxes according to the codes to get to the relevant section.

A1, C1, C4, C5, D1, D3, D5, E1, E3 - Airman

A1, C4, C5, D1, D2, D3, D5, E1, E4 - Crashman

A2, B1, C2, C5, D1, D2, D4, E1, E4 - Metalman

A2, B1, B3, B5, C2, D1, D2, D4, E4 - Heatman

A1, C4, D1, D2, D3, D5, E1, E2, E4 - Bubbleman

A1, C3, C4, D2, D3, D5, E1, E2, E4 - Woodman

A2, C2, C5, D1, D2, D3, D4, E1, E2 - Flashman

A2, B1, B5, C2, D1, D2, D4, E1, E4 - Quickman

ROBOCOP



TACTIC

Try this cheat on levels 1, 3, 5, and 7; find some baby food in a jar, then stand and wait until your energy reaches rock bottom - when Robo crouches over to die, jump onto the baby food to go to the next level.

SIM CITY



TACTIC

Unload all your money, set the tax rate at 0, and wait until the end of the year. When the budget screen appears, hold down L and exit the screen.

Quickly re-enter the budget screen (still holding L) and boost all your funding levels to 100% You should now have \$999,999!

On the Boston scenario, if a meltdown starts, press L, R, or X and move to the nuclear power plant - demolish it and build a new one, and the meltdown won't happen!

If it's an Anti-Monster department you're after; get your population up to 200,000, summon the monster, and call the Doc's light icon 10 times - the Monster dept can now be built.

DAYS OF THUNDER



TACTIC

When qualifying, do your best on the first four laps. On the final lap, plough into the top barrier on the final bend, keep it there until you cross the line and you'll qualify.

DYNABLASTER



TIP

Change the first number/letter of the password in game A to 'X', for loads of gold. More passwords?

Game A: LL1P4161, 6LRR61CR,

L62Q3Q!G, LM8NTD6W,

MSQQ51C1, L6123=6W, L628T=6W, T58NTF5D, 6MQQ51CR

Game B: F1JD2KH2HJ, 3LF11H2H2J,

F1NMKLPPCJ, KGCMKGKGN, NMJD2HKL3N,

F1KGMCPCPJ, OBBOBLGBOJ, GLF13NMOBJ

1943



If you've spent 1943 hours trying to clock this game, here are some well-handy level codes. It's almost too easy. Almost.

TIP Wave 2 – 7G117

Wave 3 – EG013

Wave 5 – E4113

Wave 6 – ZD1IX

Wave 7 – IRIID

SUPER TENNIS



On the player select screen, press L five times, X, R seven times, then X on controller 2 – the music will change and this this gives your player supersmart abilities. And as for codes, try these...

TIP abilities. And as for codes, try these...

ROUND 8

9DVHPDR YL7VITX

NGLQOHW 3C5H6GD

TGLZTL8 XD3HRFTL

LWJNLNMN OJ4

LEGENDARY EXHIBITION MATCH

K8XD3HR FTLWJPC

2GNYBQI 4065C6P

DJSTK8X D3HRFTL

WJPKVMW IJJ

NEW YORK FINALS

4IH7Z7M CSYP6X

QVK9NPY GR6C29C

G9VHJ5V K8XD3HR

RTLVRSK ZST

BURGER TIME DELUXE



Fast food has never been so much fun, thanks to these ever-so-handy passwords. Much better than the real thing.

TIP Level 2.1 – EGG, EGG, HOT-DOG,

BURGER MAN

Level 3.1 – HOT-DOG, BURGER MAN, BURGER

MAN, PICKLE

Level 4.1 – PICKLE, EGG, EGG, PICKLE

Level 5.1 – TOMATO, TOMATO, PICKLE, BURGER

MAN

Level 6.1 – PICKLE, TOMATO, TOMATO, HOT-

DOG

BOXXLE



And here, ladies and gentlemen, we have a set of finely crafted passwords, still in their original presentation box and lovingly restored by the original craftsman.

TIP Priceless, I think you'll agree.

Level 1 – BDBD

Level 2 – DBBD

Level 3 – GBBB

Level 4 – HBBH

Level 5 – JBBJ

Level 6 – KBBK

Level 7 – LBBL

Level 8 – MBBM

Level 9 – NBBN

Level 10 – PBBP

Level 11 – QBBQ

ACTRAISER



To enter the 'professional' mode, go to the title screen and move the game icon below NEW GAME – the word professional appears, allowing you to play a much tougher game.

TIP

CASTLEVANIA 2



To get further into the game than ever before, simply use these codes... HEART, HEART, HEART, HEART – Sound test
CANDLE, CANDLE, HEART, HEART –

9 lives

9 lives

BLANK, CANDLE, HEART, HEART – Crystal Castle

CANDLE, HEART, HEART, CRYSTAL BALL – Rock

Castle

CANDLE, HEART, CRYSTAL BALL, CRYSTAL BALL

– Plant Castle

HEART, HEART, CRYSTAL BALL, BLANK – Cloud

Castle

HEART, CRYSTAL BALL, CANDLE, BLANK –

Dracula's castle

HEART, CANDLE, CRYSTAL BALL, CRYSTAL BALL

– Dracula's castle Part 2

CRYSTAL BALL, HEART, CANDLE, HEART – Final

showdown

CAPTAIN PLANET



This poncy vegetarian superhero has no chance of making it through 10 levels on his own – use some of these passwords to help him out.

TIP Level 1.2 – 763754

Level 2.1 – 955783

Level 2.2 – 637511

Level 3.1 – 148574

Level 3.2 – 786565

Level 4.1 – 920272

Level 4.2 – 799274

Level 5.1 – 344551

Level 5.2 – 829443

Game End – 506210

FINAL FIGHT



To get a corking hidden options screen, hold down L and R and press START. Now go to EXIT and press B for the options to take effect. Oh, and on level 4

walking up and down in front of one of the white dogs will increase your energy (simply repeat this until your energy bar is full).



Final Fight – excuse me weren't you in SF1?

MEGAMAN



To use these codes, simply place a dot in the relevant grid position... A2, B1, B3, B5, C2, D1, D2, D4, E4, – everything

TIP A2, A4, B3, D1, D2 – Electric Man

A1, B4, C1, D2, D3 – Ice Man

A2, A3, B4, C2, C3 – Dr. Willy

And as for finishing the game, here's who should be used on whom;

Use regular weapon on Electric Man

Use Electric Man on Ice Man

Use Ice man on Fire Man (Sam?)

Use Fire Man on Cut Man

LOW G MAN



Just when you thought you'd seen everything this game had to offer, along comes a pile of passwords.

TIP LOBB – Start with 8 lives

SHOT – 99 lives & loadsa weapons

MICH – Level 2

ELLE – Level 3

ISAC – Level 4

BILL – Level 5

MARU – Challenge 1

TERU – Challenge 2

YES(HEART) – End of game

TEENAGE MUTANT NINJA TURTLES



On level 4, go through the sewers in this order to get to the giant Mouser; 1, 2, 3, 6, 8, 9, 12, 15, 17, and 18. Select Donatello and stand between Mouser's legs – his fire can't reach you.

THE SIMPSONS: BART VS THE SPACE MUTANTS



On level one, fire a rocket at the E in the Quick-E-Mart sign for extra lives and a sound test (stand half way through the right-hand window to do this successfully).

On level 2, after you've gone up the 1st escalator, go to the second bin and bounce up and down on it repeatedly for coins, lives, and invince. In the Krustyland Amusement Park, climb to the top of the ladder and leap on the see-saw to rate as a superman and get 3 coins – repeat this for tons of coins and 7-ups. Oh, and try using the magnet on the Wheel of Fortune for an extra life (stage 3). When you reach the big Krusty the Klown face, jump into his mouth for loads of coins. And just in case you need the codes for level 5, here they are.

Floor 1 – 14

Floor 2 – 32

Floor 3 – 11

Floor 4 – 41

Floor 5 – 21

BATTLE TOADS



On the title screen hold down A, B, and DOWN and press START for 5 extra lives/toads/green slimy things. That's if you actually want more Zitz, Pimples and a bigger Rash!

TRICK

Level 4 – 5516.7
Level 5 – 7057.3
Level 6 – 6046.2

UN SQUADRON



TRICK

Go to the option screen and highlight the difficulty setting using joystick 1. Now connect controller 2 and hold down A and X. Whilst holding these, alter the difficulty with controller 1 – a secret level called 'Gamer test your skills' will appear. Now the fun begins!

WWF



TRICK

When playing a tag match or survivor series, press SELECT and A – your partner will jump into the ring to help you out. Pressing SELECT and B will send your partner after your opponent's partner.

SHANGHAI



TIP

A classic puzzle game, but if you'd like a refreshingly different game, try some of these unusual codes...
MAN – Easy character set
REV – flips all tiles

STF – Programmer's names
ZAP – Sound effects

THE LEGEND OF ZELDA 3



TACTIC

How to kill the boss that captured Zelda...
Don't try to kill him with your sword – merely swipe at the shots which he fires at you, with any luck they'll get deflected back at him. When he moves to the top of the room, take care, as more often than not he'll fire out some lightning.

Level 20 – NIEH VLBK
Level 25 – RX5H KKCB
Level 30 – TJB Y EGCE

MEGAMAN 2



TIP

Exactly the same principle applies for these codes – place a dot in the relevant grid position and off you go.
A1, A3, B3, C3, D2, D4 – Woodman
A1, A3, B4, C3, D2, D4 – Woodman & Metalman
A2, A3, B1, B4, C3, D2, D4 – Woodman, Metalman, & Airman
A2, A3, B1, B4, C3, D1, D2, D4 – Woodman, Metalman, Airman, & Clashman
A2, A3, B1, B4, D1, D2, D4 – Magnetman
A2, A3, B1, B4, C1, D1, D4 – Needleman
A1, A2, A3, B4, C3, D1, D4 – Topman
A2, A3, B4, C1, C2, C3, D1 – Hardman
A1, A3, A4, B3, C1, C2, C3, D1, D3 – Full liquid energy

ACTION REPLAY CODES



ACTRAISER (US)

7E001D08 – Unlimited energy

CONTRA 3

7E1F8A03 – Infinite lives, p1

7E1FCA03 – Infinite lives, p2

7E1F8C01 – Bombs, p1

7E1FCC02 – Bombs, p2

DARIUS TWIN

7E106850 – Infinite lives, p1

7E106950 – Infinite lives, p2

DIMENSION FORCE

7E00D901 – Infinite lives

7E020F0C – Full power-ups

FINAL FANTASY 2

7E200803 – Loads of hit-points, p1

7E208803 – Loads of hit-points, p2

F-ZERO

7E005902 – Infinite lives

7E00CA08 – Infinite energy

7E0CF303 – Infinite turbos

KRUSTY'S SUPER FUN HOUSE

7E03258A – Infinite blocks

MAGIC SWORD

7E0431A0 – Infinite player energy

7E042304 – Infinite captives energy



The best SNES hot-rod. These babies have real lunch threatening potential.

MYSTICAL NINJA (US)

7E1AB002 – Lives, p1

7E1B6002 – Lives, p2

7E009669 – Infinite time

PRINCE OF PERSIA

7E050805 – Infinite energy

STREET FIGHTER 2

7E0BF220 – Play with same characters

7E0C2BB0 – Infinite energy

7E0C25B0 – Silly mode, p1

7E0E35B0 – Silly mode, p2

STRIKE GUNNER

7E023A03 – Infinite lives, p1

7E024403 – Infinite lives, p2

7E023F03 – Infinite energy, p1

7E024903 – Infinite energy, p2

SUPER CONTRA 3

7E1F8A07 – Infinite lives

SUPER ADVENTURE ISLAND

7E030D02 – Infinite lives

SUPER ALESTE

7E015203 – Bombs

SUPER CASTLEVANIA

7E13F410 – Infinite energy

SUPER GHOULS 'N' GHOSTS

7E02A402 – Infinite lives

SUPER SMASH TV (US)

7E053105 – Infinite lives, p1

7E053205 – Infinite lives, p2

7E189906 – Weapon energy, p1

7E189A06 – Weapon energy, p2

SUPER VALIS

7E0FB528 – Energy

7E0FAE10 – Infinite special attacks

THUNDER SPIRITS

7E1A9D02 – Infinite lives

7E041201 – Permanent weapon power

UN SQUADRON

7E00D901 – Loads money, p1

7E00DD31 – Infinite bombs

7E00DD02 – Infinite mega-crush

7E00DD14 – Infinite thunder laser

XARDION

7E0D2E04 – Jump to level 12

JOE & MAC



TRICK

If you die while tackling the end dinosaur, try this; at the continue prompt, click on YES, and you appear at the last continue spot on the map – go to the last stage, PAUSE the game, then press SELECT. Yay!

DYNOWARS



TIP

Level codes...
Level 1 – 8547
Level 2 – 5431
Level 3 – 9892
Level 4 – 6315

Level 5 – 7452
Level 6 – 1697
Level 7 – 6425

PRINCE OF PERSIA



TIP

Well tricky, this one, so here are some codes which equip you with oodles of time and bundles of goodies. Didn't they do well?

Level 2 – 06769075
Level 3 – 28611065
Level 4 – 97115115
Level 5 – 52006105
Level 6 – 41305135
Level 8 – 63906695
Level 9 – 12800785
Level 10 – 23430453
Level 11 – 97734444
Level 12a – 52622574
Level 12b – 41121564
Level 13 – 77027514

ROCKETEER



TIP

It's level password time again, so try any of these codes to get further and further than anybody else ever. Possibly.

435-765-818
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318-469-417
040-473-312

ABADOX



TRICK

On the title screen, press A, A, UP, B, B, DOWN, A, B, and START for total and utter invincibility.

WHO FRAMED ROGER RABBIT?



TIP

Watch the film if you want to find out the easy way. But if it's the game you're playing, here are some smart passwords to try;
Scene 2 – DLT3QYBY

Scene 3 – GPLDMSRC

Scene 4 – MMCFGWXJ

Scene 5 – BGQTUSJP

Scene 6 – RTJBWN43

(but what happened to the question mark in the title of the movie?)



Over 'ere son, on me Ed (209 style that is).

AXELAY



TRICK

Start the game and press PAUSE, then UNPAUSE. Wait a second, then PAUSE, SELECT, UP, DOWN, LEFT, RIGHT, Y, B, A, X, un-pause. The word MUTEK appears where the lives counter used to be, and you now have invincibility.

ADVENTURE ISLAND



TRICK

When you lose your last life, press LEFT and START simultaneously to start on the level you just died on.

TURRICAN



TRICK

At the start of the first level, run left (and up) as far as possible to collect a secret 1-UP. In addition, fire your lightning bolt around to reveal a hidden block, simply bursting with goodies. If you want to get a head start, try this; on the title screen, press A, B, B, A, B, A, A, B, A, A, B, A, and A. When you're fed up with the current level, simply pause the game and press SELECT to skip it!

BATTLE BLAZE



TRICK

For infinite credits, go to the options screen, press X and UP together, press Y while holding LEFT, press B while holding DOWN, and finally press A while holding RIGHT. Alternatively, for a 'super' options mode – whatever that is – press DOWN, SELECT, and START

ADVENTURE ISLAND 2



TRICK

On the title screen, press RIGHT, LEFT, RIGHT, LEFT, A, B, A, B, and the level select will appear – just push up or down to choose the level you want to start on and then press A for another island romp.

LEMMINGS



TIP

Codes, codes, codes, and... erm... a couple of codes as well. If you're a true aficionado, these codes will be a blessing in disguise. If you're a

normal person, however, you'll probably jump to level 30 straight away! Because if you do you'll only find yourself getting all stuck, with all your lemmings dying horribly. If you do and they do, then don't come running to me – because the same thing happens to me as well.

FUN

Level 1 SRDTPM
Level 2 JDVLXT
Level 3 ZBHPRLQ
Level 4 GWSXMHK
Level 5 NCDKKWG
Level 6 CKWDRKV
Level 7 HCBSMGV
Level 8 JBKZQGS
Level 9 MMDMKKX
Level 10 SKFKNNB
Level 11 LXNLJCP
Level 12 MTPCTNP
Level 13 PCLSRCP
Level 14 KPMDGXZ
Level 15 TLVKLSW
Level 16 HMHRSDR
Level 17 MFLFHS
Level 18 QXPKCHB
Level 19 MWRTLNR
Level 20 GMXCWPS
Level 21 KGXNLPB
Level 22 DVJJBGM
Level 23 LGSSCZL
Level 24 MVGDKVX
Level 25 LSQHCQS
Level 26 SXRQMVR
Level 27 PMQJPMX
Level 28 DHBPTWQ
Level 29 BCXLWVV
Level 30 FXWBBSL

TRICKY

MGQZMGG
LXSFDBX
ZRVXBWQ
NKVKRTB
GJWDHMG
DJCQZT
JHSVCQL
RCHFNN
BJWVRCQ
RFPZFBJ
JKJBRMQ
MZDCDTC
ZVMQKXB
ZZRHJPL
JFLKJPX
JQXRNGJ
WVFHQQT
KWVBVJP
TTKLKZT
NNFFQPV
ZNXBKMP
QSLQWTJ
BGFVMFR
PQZWDKM
SBCMSJS
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GCLKJMQ
SRWGXZM

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GGBCXXS
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VNTGWRB
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JHQTCPD
RQXNVNP
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KDHWTJL
GVNKKJL
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GWJTPLW
LNZNHWM
MZXXKZC
RWLTTCQ
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SQXKBZN
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TETRIS



For extra speed on the A game, hold DOWN as the title screen appears. Keeping it held, press START, choose your level, then start the game – a heart appears next to the level number and things should be a tad faster!

CONTRA 3



If you have a rapid fire control pad, put rapid fire on the X button – when you've collected 2 weapons, you'll be able to use them simultaneously! It won't work on the flamethrower, though!

THE ADVENTURES OF LOLO



If you'd like to try your hand at some of the later levels, try some of these codes; CJZM, CLZK, CMZJ, CPZH, CRZD, CZYY, DVYB.

TERMINATOR 2: JUDGEMENT DAY



Finding the going a little tough? Simply hold down SELECT during play to slow things down a little.

ULTRAMAN



Press START and SELECT together on the title screen – you can now enter the hidden options screen.

PIPE DREAM



Even more level passwords, allowing even the most incompetent to reach those later levels.

Level 17 – SEED

Level 21 – GROW

Level 25 – TALL

Level 29 – YALI

GAME GENIE CODES



LITTLE NEMO

PEKKSZLE – 9 lives

TOKZKNZA – Mega jump

GEUKOZAA – Start on stage 5

IEUKOZZA – Start on stage 6

TEUKOZZA – Start on stage 7

ZEXLLPPA & SYEUPOVN – Super speed

TERMINATOR 2

XOELOVK – Infinite lives

PANXTLGA – One life

PANXTLGE – Nine lives

GXVTVZAX – Infinite life energy

XNNPXORN – Super jump

OZETEUPK & VYETOUNN – Minimum damage

PAXPUZZA & PAUONZZA – Slower running

LAXPUZZA & LAUGNZZA – Faster running

LESOOGZA & LEVPSGZA – Improved jumps

ADVENTURES OF LOLO 2

GZKPOLVG – Infinite lives

GZXZVKPG – Permanent magic shots

PEKONPAE – Start on world 10

LOKONPAA – Start on world 20

IOKONPAE – Start on world 30

BATTLETOADS

GXEILUSO – Enemies need 1 hit

DRAGON'S LAIR

IENSGGAA – Jump to last level.

JACKIE CHAN'S KUNG FU

SXSKEVVK – Infinite special attacks

TOTALLY RAD

SZSEYXVK – Infinite lives

AEUZKTZA – Start with 1 life

IEUZKTZA – Start with 6 lives

AEUZKTZE – Start with 9 lives

SVVNTKON – No energy loss

GXXAPKSN – Infinite magic

AOOAYGAO – Super jump

YOOAYGAO – Mega jump

TEEONALA – Full life/magic

SZVAYIVG – Immunity to fire & water

KICK OFF

ZTUSIPPL – Slow down game timer

TURTLES 2

TEOIGPZA – Start with 6 lives

PEOIGPZE – Start with 9 lives

AAEAULPA – Infinite lives

PEXVUZZE – Super-powered weapons

ZEXTUZGA – Weaker jump/attack

PEXTNZLE – Super-powered kick

PEXTNZLA – Weaker kick

SXEAPZVG – Infinite spares

RESCUE RANGERS

ZEXKNPTE – Mega jump

ROAD FIGHTER

GAVIGIPA – Super acceleration

BART VS. THE WORLD

SZVVEVKV – Infinite energy

OLUNPPOP – Infinite firecrackers

NEW ZEALAND STORY

IAEGNPZA – 6 lives after continue

AAEGNPZE – 9 lives after continue

XYKTISKN – Super jump

GZEKXPVS – Infinite continues

GZVKAUSE & GAVGYLAA – Level 2

GZVKAUSE & AAVGYLAE – Level 3

GZVKAUSE & GAVGYLAE – Level 4

GZVKAUSE & GZVKAUSE – Level 5

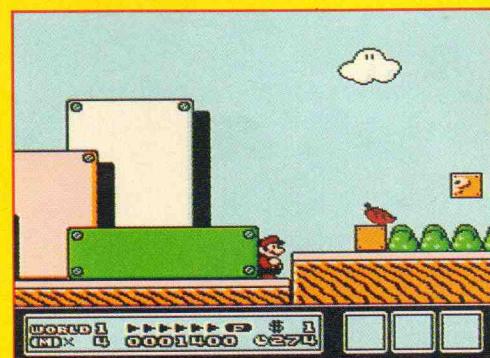
STAR WARS

SLVUYNZO – Immunity to bullets

GXNUZIST & SLKLYVSO – Total! immunity!

ZELDA II

IAKOZAI – Super mega jump



Argh! We haven't mentioned shown a pic of Mario for at least six pages. Quick Vic!

BATMAN – RETURN OF THE JOKER

GVXILGZA – 100 lives at start

BLASTER MASTER8

SZSKLIVG – Infinite lives

BLUE SHADOW

XLTIGA – No enemies

BUBBLE BOBBLE

O AUGUZLE – Infinite lives

CRACKOUT

YAEKOAIE – 15 lives

DOUBLE DRAGON 3

KVEPXGGS – 236 hit points

GHOSTBUSTERS 2

SXXKZUVK – Infinite lives

GODZILLA

AAXITSNN – Invincibility

LEGEND OF ZELDA

EVVLAUSZ – Damage not so bad

PROBOTECTOR

EKGGGG – 1 up every four enemies killed

RAD GRAVITY

ASTVXZ – Enemies fade not explode

RAINBOW ISLANDS

GXOUOSVS – Infinite lives

CASTLEVANIA II

OAGLILA – Infinite lives

BART VS SPACE MUTANTS

PAXNGYAE – 1 life for every coin

SNAKE'S REVENGE

SZXVUPSA – Infinite energy

SUPER MARIO BROS 3

POEISA – Invincible + 1000 pts when hit

VICE: PROJECT DOOM

SXVYVKSE – Infinite power

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Catch up with Baldy and Thick's further adventures in Zelda, Swords & Serpents, and Shadowgate! Plus FREE badge!



ISSUE 3
Miss Terminator 2 on NES and GB? You must be bonkers! We've got Bill and Ted as well – most excellent!



ISSUE 4
In the dark about SNES? Get TOTAL 4 and we'll enlighten you! Plus FREE door hanger and transfers!



ISSUE 5
What? Never heard of New Zealand Story or Rainbow Islands? Better get issue 5, then! PLUS Mario's life story!



ISSUE 6
Shhh! Don't tell anyone we've got WWF, Hook, and 4 FREE postcards in issue 6 or they'll all want one!



ISSUE 7
Castlevania on NES and SNES. Cor! Plus Wizards & Warriors, and FREE Tactix pad! Add it to your collection now!

TOTAL! RECALL

The definitive guide to Nintendo games (and what we think of them)

Ladies and Gentlemen, welcome to the big fight, a three way contest between NES, GB and SNES games. The winners will be decided two falls, a submission or scores over 90%. Introducing tonight's, referee TOTAL Recall!

NES

4 PLAYER TENNIS

1-4 players
This is an okay tennis sim with a few new ideas – like the four-player option – but it's ruined by bad controls and iffy gameplay. You've got lots of different shots, but collision detection is awful and playing at the far end of the court is awkward.
52% (Issue 10)

A BOY AND HIS BLOB

Nintendo/Absolute Ent'
1 player
Some good, original ideas, tidy backdrops and neat animation, but there's only two levels, lots of wandering around and not much action. Pretty slow and pretty dull.
55% (Issue 2)

ADDAMS FAMILY

Ocean
1 player
This film licence is pretty playable at first, with some intriguing but solvable puzzles, but it's marred by poor collision detection, average sound 'n' plicies, and a quest you could finish within a week.
55% (Issue 7)

ADVENTURE ISLAND II

Hudson Soft
1 player
Simplistic game that needs more to do and more going on to be any fun. There are loads of levels, but they're all far too basic.
57% (Issue 9)

BATMAN

1 player
Sunsoft
£45



There are five massive levels to this tough platform game, plus over 15 different baddies to batter and loads of things to discover. Beautiful backdrops and a bat-dude with smooth moves make it a must.
81% (Issue 1)

BATTLE OF OLYMPUS

Nintendo/Imagineer
1 player
This is a truly engrossing, highly playable quest which offers tremendous value for money. Slice 'n' dice action breaks up the adventuring, and there's plenty to discover. With pretty graphics and an enthralling game world, this really is lovely stuff!
92% (Issue 1)

BAYOU BILLY

1 player
Konami
£25
An atrocious mish-mash of ripped-off game styles that, without exception, do no justice to the source from which they were taken. All in all, this must surely be the worst Zapper game ever created. Basically, Bayou Billy is an embarrassment
22% (Issue 4)

BLADES OF STEEL

Konami/Palcom
1-2 players
£35
Okay, the graphics aren't so hot, and there are rather too many annoying in-between screens, but if it's a highly playable two-player ice hockey sim you're after, then Blades Of Steel's eight squads will keep you battling away for months.
81% (Issue 3)

BLASTER MASTER

Sunsoft
1 player
£40
Although essentially just another in the long line of platform shoot 'em up, this is definitely one of the better games of its type, with neat graphics and plenty of exploring to do. It just goes on a bit and lacks passcodes.
71% (Issue 6)

BLUE SHADOW

1-2 players
Taito
£23



This is a platform hack has slickness forcing its way out of every pore. With amazing graphics and a huge amount of varied enemies and backdrops, it looks like a game heading for the big time. It is a little easy though.
74% (Issue 4)

BOULDER DASH

First Star Software
1-2 players
£30
24 levels of brain-busting action await you, as you try to collect loads of diamonds from underground caverns without getting squished by falling boulders. It's addictive, it's challenging and it looks better than ever.
90% (Issue 1)

BUBBLE BOBBLE

Taito
1-2 players
£30
This classic has 226 levels of the most frantic, addictive platform action your NES can chuck at you. A two-player option is the icing on the cake of an almost perfect arcade conversion.
80% (Issue 1)

THE BUGS BUNNY BIRTHDAY BLOWOUT

Kemco/Seika
1 player
£45
A platform 'romp' with jerky scrolling, crap graphics, yawnsome repetitive levels and a flawed bonus game. This is a game with nothing to say for itself, apart from 'don't buy me'.
31% (Issue 4)

CAPTAIN PLANET

Mindscape
1 player
£23
The environment's having a bad time of it. Defeat the polluters using special vehicles and five superpowers in this scrolling shoot 'em up and maze exploration game with brilliant animation and a varied challenge.
70% (Issue 3)

CAPTAIN SKYHAWK

Nintendo/Rare
1 player
£35
Superb graphics and adrenaline-inducing action combine to make this a superb all-round blast 'em up. Each mission features three varied stages, with loads of power-ups.
83% (Issue 1)

CASTELIAN

1 player
Sales Curve
£36



A frustrating but enjoyable platform climb 'em up. Difficult to get the hang of at first, but when you fail you just want to get back up and try again.
71% (Issue 8)

CASTLEVANIA

Konami
1 player
£30
This medieval whip 'em up is a big, fun game that's easy to get into, although the gameplay is rather repetitive and the restart points are somewhat awkwardly placed. If you can live with these flaws, though, you'll probably get a lot of fun out of this Vampire hunt.
71% (Issue 7)

CASTLEVANIA II

Konami
1 player
£30
Although similar in looks to the first game, Castlevania II is actually much more of an adventure game than a beat 'em up. The action is a bit repetitive, but there's a lot more to think about, and if you can keep going you'll like it.
61% (Issue 7)

CASTLEVANIA III

Konami
1 player
£40
The best of the NES Castlevania series. A meaty beat 'em up with brilliant graphics and loads of action to get your fangs into. The gameplay can get a bit boring, though.
80% (Issue 7)

CAVEMAN NINJA

Elite
1 player
£35
This looks good but plays bad. With gorgeous backgrounds and massive end-of-level dinosaurs it might look scrumptious, but it's spoiled by a badly structured difficulty level and seriously repetitive gameplay.
67% (Issue 4)

CHIP 'N' DALE RESCUE RANGERS

Capcom
1-2 players
£45
You can play simultaneously with a friend (which can prove to be both a help and a hindrance), and with great graphics, great gameplay and great guardians, it's great fun (if a bit easy).
81% (Issue 4)

DEFENDER OF THE CROWN

Palcom/Konami
1 player
£25
You play one of six knights on a quest to become the new monarch – you have to raise armies, then use your cunning and skill to decide who to attack first. It sounds good, but it doesn't really cut the mustard.
71% (Issue 1)

DIE HARD

Activision
1 player
£35
Die Hard looks a bit tatty, but if you fight your way past the graphics then you'll find a rather neat little game hidden inside. Realistic and engrossing gameplay help to make this a tense and exciting game well worth climbing 35 flights of stairs for.
78% (Issue 7)

DIGGER T. ROCK - THE LEGEND OF THE LOST CITY

Milton Bradley/Rare
1 player
£35
This dig 'em up is smoothly presented, with colourful graphics and some slick animation. There's also a lot of exploring to do and loads of stuff to discover, but it's deathly dull! The levels are too big and it's ultimately too frustrating to be fun.
58% (Issue 1)

DISNEY'S ADVENTURES

Capcom
1 player
£43
Mickey's no Mario in this collection of five badly-done, tiny and boring sub-games with a flimsy Disney connection. It's full of glitches and too even junior gamers will find it far too basic. Well, they say mice like cheese, don't they?
44% (Issue 10)

DRAGON'S LAIR

Elite
1 player
£35
Dragon's Lair features lots of intriguing puzzle elements (unlike the arcade version). Although it's a bit straightforward, it's definitely an improvement over the coin-op, and the animation is pretty amazing.
83% (Issue 3)

DUCK HUNT

Nintendo
1 player
£30
Duck Hunt is a mildly entertaining Zapper game with two different games included – duck and clay pigeon shooting. It's fine if you get it free with the Action Set, but don't buy it separately – it's not worth it.
43% (Issue 4)

DUCK TALES

Capcom
1 player
£45
If you're a Disney fan then this is the game for you. It's a standard running and jumping game, but very playable, with good animation and groovy characters. Its main drawback is that it's too lacking in originality – you've probably already got several similar games in your collection.
69% (Issue 2)

DONKEY KONG CLASSICS

Nintendo
1 player
£25
This features Donkey Kong and Donkey Kong Jr, two ancient Mario platform games. They're almost exactly the same as the originals, but in this case that's not much of a compliment because both games are looking decidedly old now.
40% (Issue 5)

DOUBLE DRAGON III

Acclaim
1-2 players
£45
With seriously repetitive gameplay and bad collision detection, Double Dragon III is no improvement over the first two games in the series. About the only thing going for it is that it's tough, but you'll probably get bored before you finish it.
36% (Issue 11)

ELITE

Imagineer
1 player
£40
Although it first appeared on the old BBC Micro way back in 1984, Elite is still unsurpassed in terms of sheer playability. It's a sort of shooting trade 'em up – you have to explore the universe, buying and selling goods in order to make a profit, as well as trying to simply stay alive. Huge, absorbing and tough, this is probably the best space flight sim ever!
96% (Issue 11)

F-15 STRIKE EAGLE

Microprose
1-2 players
£35
An above-average flight sim, with all the usual features. Graphics are none too spectacular, though, and neither is the sound. This won't have you leaping out of your seat.
56% (Issue 9)

FERRARI GRAND PRIX CHALLENGE

Acclaim
1 player
£40
With more control, this would be a good buy. Building your own car and a button-bashing pit stop are nice ideas, but they don't save the game.
61% (Issue 9)

THE FLINTSTONES

Taito
1 player
£45
An initially impressive platformer, with lovely cartoony graphics and clever obstacles to overcome, but bad collision detection and a too-fragile Fred will soon get on your nerves.
46% (Issue 10)

GALAXY 5000

Activision
1-2 players
£30
Futuristic racing with the added chance to blast the other racers off the track. It's absorbing enough, but the poor control method is frustrating and limits playability.
52% (Issue 7)

GAUNTLET II

Mindscape
1-4 players
£25
With excellent digitised speech, ultra-smooth scrolling and simultaneous four-player action, this is an almost perfect arcade conversion. And with over 100 levels, it'll last a good while!
88% (Issue 1)

GHOSTBUSTERS II

HAL Labs
1 player
£35



Some decent graphics and a nice variety of opponents adorn this scrolling blast and suck 'em up, but it's far too easy and goes on a bit. Buy it for your kid brother, maybe.
53% (Issue 5)

GOAL!

Jaleco
1-2 players
£40
It's easy to see why the Yanks are so pathetic at the game. Lousy graphics, abysmal sound effects, slow action, confusing gameplay – Goal! is unrealistic and very frustrating.
39% (Issue 1)

GREMLINS II

Sunsoft
1 player
£50
Fiendishly challenging platform shoot 'em up which is viewed from above. It looks great, plays great, but let's face it, 50 quid is too much.
73% (Issue 5)

GUMSHOE

Nintendo
1 player
£30
This is more like a Mario game than a Zapper one, in which you have to shoot the hero to make him leap over platforms and avoid enemies. Fairly entertaining stuff, but it's a bit too weird for long-term fun.
75% (Issue 4)



HOGAN'S ALLEY

Nintendo
1 player
£30
Same sort of point 'n' shoot Zapper action as Duck Hunt but this time you're a rookie cop out on the shooting range. You have to hit the targets and avoid shooting any innocent civilians (phew!). Good fun but there's still not enough variety to keep you playing.
64% (Issue 4)

HOOK

Ocean
1-2 player
£45
This is a really neat movie licence, a bit like Star Wars in structure but much sweeter to play (it could be a bit faster, though). Lovely in-between-scenes music, bright clear graphics, and a real feel for the characters brings this film-game to life.
84% (Issue 6)

HUNT FOR RED OCTOBER

Hi Tech Expressions
1 player
£43



As a shoot 'em up, the Hunt For Red October is dead in the water. There's hordes of underwater weaponry to play around with and whole shoals of enemies, but it's far too slow to be effective or fun. All in all, pretty substandard (oh dear!)
31% (Issue 7)

ISOLATED WARRIOR

Nintendo/Vap Inc.
1 player
£35
Spooky alien graphics plus bucket-loads of power-ups and add-ons give this 3D-ish shoot 'em up bags of atmosphere. The huge levels tend to drag on a bit, and the visuals get a bit flickery when the going gets tough, but it's still fast, furious fun.
72% (Issue 1)

IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD

Nintendo/Trade West
1-4 players
£30
Eight dirt-tracks await you and up to three of your chums. The tracks are viewed from above and you have to guide your tiny car into the path of bonuses and car goodies if you're playing solo it's a little easy, but still great fun with friends.
54% (Issue 1)

JACK NICKLAUS GOLF

Konami
1-4 players
£35
Despite detailed views of the course and loads of features, the whole round is spoiled by inaccurate putting and the feeling that your shot depends as much on chance as skill. It's good but flawed.
57% (Issue 4)

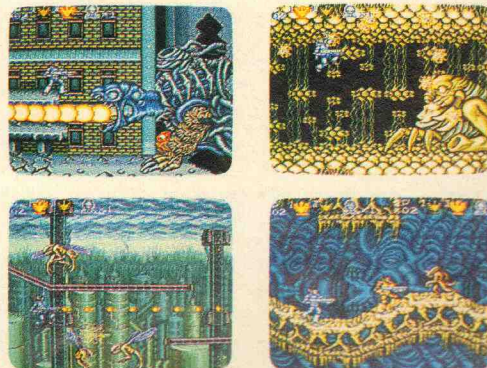
New. For your **SUPER NINTENDO** ENTERTAINMENT SYSTEM New. For your **SUPER NINTENDO** ENTERTAINMENT SYSTEM New. For your



The Battle is about to begin!

The year is 2636 and Earth is faced with the threat of a massive invasion. The mad, mutant alien rebels are back with a vengeance, looking for their revenge - the annihilation of the human race.

Earth's only hope is the PROBOTECTOR, the strongest fighting robots in history, but will they be enough? Can they destroy these miserable mutants in time to save the world...



KONAMI
Mega Video Game Fun



Distribution: Bandai UK Ltd. (UK), Unit 26/27
Fareham Industrial Park, Fareham, Hants PO 16 8XB

KICKLE CUBICLE Nintendo/Rem 1 player £13



An intriguing puzzler which requires brain power and fast reactions. Great graphics and sound, but the challenges are a bit easy. Even the harder levels won't last long.
62% (Issue 4)

KICK OFF Anco 1-2 players £36

It's all too beautiful for words. Fast action with plenty of classic footy moves to test your goal-scoring skills to the full. Playable and challenging, this really is a remarkable game!
93% (Issue 4)

KONAMI HYPER SOCCER Konami 1-2 players £35

Fast and exciting, this is a near-perfect conversion of an impressive arcade game. Simple controls make for good two-player action, although it's a bit easy once you get the hang of it.
83% (Issue 6)

LEMMINGS Ocean 1 player £43



The world's most sadistic brain-bender makes it onto the NES with its puzzling gameplay intact – which is more than can be said for the lemmings, as you try and guide the furry rodents to safety through a thicket of deadly obstacles. It's got fewer levels than other versions, but it looks and sounds good, and with four difficulty levels it's going to last.
85% (Issue 11)

LITTLE NEMO Capcom 1-2 players £35

This fun cartoony arcade adventure looks and sounds great. Don't be fooled by its cuteness, though – it's a real challenge!
77% (Issue 8)

LOW G MAN Nintendo Taxan Group 1 player £20

What can we say? Low G Man has it all! It's fast 'n' furious with vast levels, beautifully drawn graphics and a frantic soundtrack. Add to that the brilliant weapons and gadgetry and you've got a real mind-blower. It's huge, it's playable and it's ingenious – swoonsome stuff!
94% (Issue 2)

MANIAC MANSION Jaleco/Lucasfilm Games 1 player £55

An ancient menu-driven arcade adventure which has been revamped for the NES. The graphics are humorous, the puzzles are ingenious and you get to control several characters at once.
83% (Issue 3)

MARBLE MADNESS Milton Bradley/Rare 1-2 players £40

A real shame, this – although it's an excellent graphic conversion of the ageing arcade classic, that's all it's got to offer. There are only six levels which are all pretty easy. Only real fans will enjoy this.
56% (Issue 2)

MAXIVISION 15 Maxivision 1-2 players £60

What a load of rubbish! 15 games in one cartridge may seem tempting, but you won't believe how bad they are. None of the games are any good, and some are simply appalling. £60 – what a rip-off!
27% (Issue 10)

MEGA MAN Capcom 1 player £35

Tough, merciless and unrelenting. Mega Man is a mean platform shoot 'em up, with six incredibly hard levels and no password system. If you've got a low threshold for pain, beware!
68% (Issue 6)

When they were good, they were very good...

In our first 12 months we've played hordes of games, but few have made the 'Classics' grade. But of these classics who's top dog, numero uno, the game of 1992? Well there's one way to find out.

First of all ladies and gentlemen the best scoring games on the NES were...

Super Mario Bros 3 – 98% TOTAL 1
Low G Man – 94% TOTAL 2
New Zealand Story – 93% TOTAL 5
Kick Off – 93% TOTAL 4
Battle of Olympus – 92% TOTAL 1
Micro Machines – 92% TOTAL 9
Rainbow Islands – 92% TOTAL 5
Solar Jetman – 92% TOTAL 1
Snake, Rattle and Roll – 90% TOTAL 1
Boulderdash – 90% TOTAL 1

...and then on the GAME BOY we had this little bunch of over achievers...

Tennis – 95% TOTAL 1
Super Mario Land – 94% TOTAL 1
Dyna Blaster – 93% TOTAL 2
Faceball 2000 – 93% TOTAL 5

MEGA MAN 2 Capcom 1 player £45

Not as tough as Mega Man, and better all round. Bright and funny, with flexible gameplay, meatier monsters, and a friendlier structure.
83% (Issue 6)

MEGA MAN 3 Nintendo/Capcom 1 player £40

A great improvement on previous Mega Mans – the difficulty level's about right this time. Tough gameplay, smooth graphics and lots of baddies – a very playable platformer.
87% (Issue 10)

MICRO MACHINES Code Masters/Hornby 1-2 players £33



This miniature racer's fun, fast and fab, with realistic gameplay, wonderfully designed tracks and brilliant handling and cornering. It may be small but it's perfectly formed!
92% (Issue 9)

MISSION IMPOSSIBLE Palcom 1 player £40

Your mission is to wander around foreign cities, doing lots of spy-type things like shooting and forging security passes. If you persevere, there's plenty of fun to be had.
79% (Issue 4)

NES OPEN GOLF Nintendo 1-2 players £35

A brilliant golf sim that doesn't break any new ground, but with loads of features, testing courses and tough opponents, it's both fun and realistic.
86% (Issue 10)

NEW ZEALAND STORY Ocean 1-2 players £40

A stunning arcade conversion from Ocean. Tiki Kiwi leaps and floats around platform-filled levels riddled with nasties, and just wait until you see the guardians. Blinkin' fab!
93% (Issue 5)

OPERATION WOLF Taito 1 player £30

A crap lightscreen game that's too bad for words. The screen flashes horribly when you pull the trigger, making this intensely irritating as well as boring.
36% (Issue 10)

POWER BLADE Taito 1 player £25

Despite some rip-roaring sound effects and impressive-looking beasts, this game's a bit of a doddle. You'll finish it in about a week!
49% (Issue 2)

PROBOTECTOR Konami 1-2 players £23

Probotector is the NES version of the classic Contra, but with different sprites. Although it's old, it's as frantic a shooter as you could possibly wish for, with more challenges than you could wave an enormous stick at.
85% (Issue 4)

Solomon's Club – 93% TOTAL 7
Probotector – 92% TOTAL 8
Nemesis – 92% TOTAL 2
Parasol Stars – 92% TOTAL 11
Bart Simpson's Escape from Camp Deadly – 92% TOTAL 4
Bill & Ted's Excellent Game Boy Adventure – 91% TOTAL 3

... and of course not forgetting the SNES, which was lucky enough to see....

Super Mario World – 98% TOTAL 4
Street Fighter 2 – 94% TOTAL 8
Sim City – 94% TOTAL 7
Top Gear – 93% TOTAL 9
Dragon's Lair – 93% TOTAL 10
Super Smash TV – 93% TOTAL 8
Un Squadron – 92% TOTAL 10
F-Zero – 91% TOTAL 5
Pilotwings – 91% TOTAL 11
Super Probotector – 88% TOTAL 9

Impressive huh? Well, why are you still sat there? With such goodies on offer why aren't you off to the shops? NOW!



PUNCH OUT Nintendo 1 player £30

Based on a coin-op which had special attachments for easier punching, the joystick-driven NES version of this classic boxing sim loses some of the feel of the original. It may be one of the best NES boxing sims around – easy to get into and with nice big sprites – but it's ultimately too basic and simple to be a knockout.
74% (Issue 11)

RAD RACER Bandai 1 player £30

Not a bad effort, but spoiled by average graphics and a time limit which is unrealistically tight. The 3D effects (avec weird shades) are an interesting idea, but the game's far too hard and the gameplay far too repetitive for it to be anything more than a novelty.
66% (Issue 9)

RAINBOW ISLANDS Ocean 1-2 players £40



Oh my word, Ocean have done it again! Like New Zealand Story they've produced an almost faultless conversion of an all-time favourite platform game, with near perfect gameplay and a brilliantly judged difficulty level. This is absolutely wonderful!
92% (Issue 5)

RESCUE THE EMBASSY MISSION Kemco 1 player £30

A great idea – you have to manoeuvre SAS men into an embassy besieged by terrorists. Sniping, abseiling, and lots of tip-toeing, but boy is it dull.
48% (Issue 5)

ROAD FIGHTER Palcom/Konami 1 player £30

A very simple game, the kind of thing you'd play in an arcade for old times' sake. It's addictive and fun but looks awful and is far too primitive.
44% (Issue 6)

ROBOCOP Ocean 1 player £40



A fun stomp-and-blast 'em up with action and visuals to back it up. But it doesn't leave you wanting more – it's too easy and only the last few levels are going to present any challenge.
66% (Issue 2)

ROBOCOP 2 Ocean 1 player £40

A brilliant but flawed platform shooter. The gameplay's wonderful, but infinite continues mean you can finish it in a few days – which kills off any long term interest.
79% (Issue 10)

ROLLER GAMES Konami 1 player £40

21st century street sport, with a good-mixture of hazard-jumping and people-punching to keep you coming back. Not brilliant, but good fun all the same.
72% (Issue 2)

SHADOWGATE Kemco 1 player £25

Another magical mystery tour to track down evil-doers. There are plenty of places to visit, and the puzzles are taxing too. This game would be fun if only you didn't keep dying – it's just too tough for its own good.
74% (Issue 2)

SHADOW WARRIORS Tecmo 1 player £25

The levels are huge and the graphics varied, so it's sad that the frustrating gameplay and awkward controls make this a beat 'em up coin op conversion to avoid – unless you're beat 'em up mad...
47% (Issue 3)

THE SIMPSONS – BART VS THE SPACE MUTANTS Acclaim 1 player £40



Bart solves puzzles to collect the everyday objects from five levels of scrolling suburbia. Sampled speech, groovy music and lots of humour – it retains that authentic Simpsons feel. Definitely one for the pros as there's no passcode system and so you have to finish it in one go!
81% (Issue 1)

SKATE OR DIE Palcom/Konami 1-2 players £25

You can skate, you can die, or you can do neither and spend your cash on something entertaining instead. There are five linked sub-games to 'play', but none of them are very good, and some of them really stink.
52% (Issue 1)

SKI OR DIE Palcom/Konami 1-2 players £40

Ever get a that strange sense of déjà vu? Well, Ski Or Die (surprise, surprise) just like Skate Or Die... With more white in it. Cue yet more forgettable 'rad' capers in five snow-capped events. Best for solo players but even better suited zero. Do yourself a favour, give it a miss!
53% (Issue 2)

SNAKE, RATTLE 'N' ROLL Nintendo/Rare 1-2 players £30

A cracking 3D, scrolly collect 'em up with two slithery snakes, Rattle and Roll. Simultaneous two-player action is the real hook, as the dynamic duo explore 11 levels of the prettiest graphics you ever did see.
90% (Issue 1)

SNAKE'S REVENGE Konami 1 player £35

A tricky, Rambo-style mission which is quite fun to begin with, but soon becomes incredibly dull. The unoriginal, mazy gameplay is weighed down even further by really lame combat sequences.
44% (Issue 6)

SMASH T.V. Acclaim 1-4 players £40

The impressive thing about this game at the arcades was the vast number of enemies on screen at once. The NES version has almost as many, making it a really frantic blaster. It might not be quite varied enough for long-term fun, though.
82% (Issue 3)

SOLAR JETMAN – HUNT FOR THE GOLDEN WARSHIP Nintendo/Rare 1 player £20

Boldly go where no man's gone before and explore 12 huge levels of alien-blending, power-up-collecting, jetpack-thrusting action. With a massive task and a password entry system, shooting explore 'em ups don't come much better than this!
92% (Issue 1)

SOLSTICE Nintendo/Software Creations 1 player £20

Gob-smacking graphics and dreamy animation combine to create a wonderful 3D fantasy world for you to explore. Over 250 different rooms (blimey!) await the attention of your heroic character, Shadax. Solstice is highly playable and is simply dripping with class!
90% (Issue 1)

STAR WARS JVC/Lucasfilm Games 1 player £50

This is mainly a platform shoot 'em up with a few spaceships bits thrown in. The graphics are wonderful and the playability is superb (and you can play as Luke or one of his buddies).
88% (Issue 3)

SUPER MARIO BROS. 2 Nintendo 1 player £40

More varied than the first SMB but not as good as SMB3. Not quite the Mario we all know and love, but your collection wouldn't be complete without it.
79% (Issue 5)

SUPER MARIO BROS. 3 Nintendo 1-2 players £40



If you haven't got this one yet, throw a tantrum, go mental, get a job – just do anything to get it in your collection. It's flippin' gorgeous! It's quite simply the best NES game ever!
98% (Issue 1)

SWORDS & SERPENTS Acclaim 1-4 players £20

This game takes four players, and boy, does it need 'em! Choose your own party of adventurers and head off to the dungeons to slay the evil serpent. The scenery's a bit bland, but the action and animation make up for it.
82% (Issue 2)

SWORD MASTER Activision 1 player £40

This may not be the most boring game ever on the NES... Actually, it probably is. Although the scenery is pretty, this contains the most simplistic, repetitive gameplay you'll ever see on your NES.
22% (Issue 7)

TERMINATOR 2 LIN Ltd 1 player £40

A spiffy little game-of-the-film which sticks fairly closely to the plot of the movie – hurrah! It focuses mostly on platform beat 'em up action, but there's also a motorcycling section to break up the boredom a bit. "You'll be back" time and time again for one of Arnie's better gaming moments.
74% (Issue 3)

TIME LORD Milton Bradley/Rare 1 player £35

This features five levels of puzzle-solving, time-travelling tedium. There's the odd neat idea here but the whole game is just put together sooo badly. How shall we put it? Blinkin' awful!
43% (Issue 1)

TOM AND JERRY Hi Tech Expression 1 player £43

It doesn't really matter if you're a fan of the cat-and-mouse twosome or not, because this game has very little to do with the original cartoons. Okay, it features Tom and Jerry, but otherwise it's an ordinary platformer – uninspired or but still enjoyable enough.
67% (Issue 11)

TOP GUN – THE SECOND MISSION Konami 1-2 players £40

Do you feel the need for speed? Well, Top Gun throws you into the hot seat of an F-14 Tomcat fighter for a very tough flight. This features amazingly fast, stomach-churning visuals but it's too hard to be much fun. And the film was crap as well.
66% (Issue 1)

TINY TOON ADVENTURES Konami 1 player £40

A brilliant conversion which is even more fun than watching the cartoons on television. It's cuddly, playable and pretty, with lovely cute graphics, whizzy animation, and more variety of gameplay than you could shake a very large carrot at – what more could you ask for?
88% (Issue 9)

TO THE EARTH Nintendo 1 player £30

A proper 3D shoot 'em up in every sense of the word, except that it uses a Zapper. There are waves of aliens, end-of-level guardians and power-ups. This is without doubt the best Zapper game available.
82% (Issue 4)

TRACK AND FIELD II Konami 1-2 players £35

Another complicated button-bashing sports sim. If you like them, you'll like it. If you don't, you won't. There's some interesting events but otherwise the game's a bit of a non-event.
54% (Issue 9)

TROG Acclaim 1-2 players £30

Trog is a 50-level maze game in which you run around the screen collecting eggs before the hungry cavemen eat you. The game looks great and plays pretty well, but it's not difficult enough. Short term fun only.
67% (Issue 3)

TURBO RACING Data East 1-4 players £30

A nice-looking and smooth-playing racer. Good graphics and there's plenty to do to keep you interested. Customised cars are a nice extra. Although it's a bit simple, it should keep you going for a while.
81% (Issue 9)

TURTLES 2 Konami 1-2 player £50

A faithful copy of the coin-op, with lots of action and a few nice touches, but it's too repetitive, slow-paced and unexciting. It's more playable in two-player mode – but not for long.
66% (Issue 6)

WWF WRESTLE MANIA CHALLENGE LIN Ltd/Rare 1-2 players £35

Are you a WWF fan? Then you may think that this is for you, but hang on a mo – underneath, this game's a lightweight. It's too easy, repetitive and graphically tame. Even hardened WWF fans will soon get bored.
30% (Issue 6)

THE LEGEND OF ZELDA Nintendo 1 player £40

In this old but challenging role-player you have to defeat Ganon and dig up the fragments of the Triforce. The quest is vast but do-able, and the task really holds your interest. Looks a bit dated now, but still a classic!
78% (Issue 2)

ZELDA 2 – THE ADVENTURE OF LINK Nintendo 1 player £40

Despite its flaws Zelda II manages to be just that little bit better than number one. There's plenty of action and tantalising clues to hold your interest. There's more variety than the original, and the quest is deeper!
82% (Issue 2)

SUPER NES

THE ADDAMS FAMILY Ocean
1 player £45
Slick platform arcade adventure with moody graphics, heaps of atmosphere and loads of weird creatures. The tough levels are butt-clenchingly frustrating, but it's good looking and one hell of a challenge!
70% (Issue 8)

AXELAY Konami
1 player £50 (Jap import)
This is easily the prettiest alien-blasters of all time, with stunning Mode 7 scenery and huge bosses. Sadly, it's marred by patchy gameplay and a challenge which won't last for long. Axelay is dead smart, but not as impressive to play as it is to look at.
81% (Issue 11)

BATTLE BLAZE Sammy
1 player £45 (Jap import)
A second-division slugger which looks good but isn't varied enough. Pleasant backdrops, muscley sprites and nice sounds, but a limited number of moves and opponents. Brill to beat up your mates, though!
59% (Issue 8)

BLAZEON Atlas
1 player £45 (Jap grey import)
A very sad sideways blaster. For long periods there's no alien in sight, and the scrolling shudders when there's nothing happening! Bland, lame, Absolutely Zero Entertainment, Overpriced Nob. Yes, that's Blazeon, all right.
59% (Issue 10)

CASTLEVANIA IV Konami
1 player £45


Although not much of an improvement on Castlevania 3, this is a pretty fine swing 'n' slice 'em up with loads of different hazards and baddies. It looks like a dream – dark, moody and mystical with bags of atmosphere. The soundtrack's smashing too. Gameplay is a bit samey, but it's still lots of fun.
74% (Issue 7)

DINOSAURS IREM
1 player £45 (Jap import)


You know that weird TV programme called Dinosaurs? Well, this prehistoric platformer is nothing like it. It's good-looking enough and fairly playable, but despite its size it's pretty standard stuff, and continues and pascodes make it too easy to finish.
55% (Issue 11)

D-FORCE Asmik
1 player £45 (Jap grey import)
This standard vertical scroller looks like it was designed on Mario Paint! Apart from a crude Mode 7 feature for high- and low-level flight, it's really got nothing new to offer fire-button freaks. Still, if you're after some classic shoot 'em up action, this might keep you amused for a while.
67% (Issue 10)

DRAGON'S LAIR Elite
1-2 players £45
Probably the most tortuous and atmospheric game you'll ever play on the SNES. Luvverly scenery, nice slice 'n' dice action and loads to explore. The 25 levels, complete with pascodes, present a huge challenge.
93% (Issue 10)

F-ZERO Nintendo
1 player £40
This futuristic racing game has to be seen to be believed! The 3D courses move so fast your stomach will be churning. There are 15 courses played over three leagues and the Mode 7 graphics are just phenomenal. It's not strictly a racing simulator, but who cares when it's a heart-pounding high-speed burn up like this? If this superb adrenaline-pumping scorcher isn't in your collection, there's something wrong with you!
91% (Issue 5)

FINAL FIGHT Capcom
1 player £45


If you're after a decent, varied, colourful beat 'em up, you need look no further than Final Fight. Unfortunately, there's no two-player option, which is a bit of a downer cos strollin' beat 'em ups aren't much fun on your own. Still, it does partly make up for this with some fab action and wicked backdrops.
78% (Issue 9)

F1 CIRCUS Nichitsu
1 player £50 (Jap import)
F1 Circus has got all the usual features of a racing game – loads of options on the car, all the international circuits and a full championship season – but the view from the car proves far too confusing for you to be able to exercise any real driving skills. A bit of a gameplay blow out I'm afraid.
64% (Issue 10)

HOLE IN ONE Hal Labs
1-4 players £40 (Jap import)


Although Hole in One has only got 18 holes and the permanent overhead viewpoint is a bit artificial, the smart Mode 7 graphics and atmospheric sounds make up for it. With more than one player you'll have a real golf ball – ouch!
75% (Issue 11)

HOOK Sony Imagesoft
1 player £45 (Jap import)
If you liked the film, you'll probably be a mite disappointed with this. It's all very pretty, with beautiful cartoony characters and some ace animation, but at the end of the day it's just another run-of-the-mill platformer which you could finish in a day or two. Unlike Peter Pan, it's not going to live for ever.
64% (Issue 11)

JACK NICKLAUS GOLF Trade West
1 player £45 (US import)
With simple gameplay and useful advice before each shot, this could have been the ideal game for beginners. Sadly, everything's ruined by the fact that it's all so darn slow! Not really up to Jack's standards.
59% (Issue 11)

JOE 'N' MAC - CAVEMAN NINJA Elite
1-2 players £50
A playable prehistoric platformer with some of the scrummiest backdrops and sprites that have appeared on the SNES. Characters are a bit uncontrollable and it's all too easy to complete, but the game holds some nice surprises, and it's great for showing off your little grey box of tricks.
72% (Issue 9)

KING OF THE MONSTERS Takara
1 player £50 (Jap import)
This fighting game is like a cross between Godzilla and WWF, with monsters wrestling against an urban backdrop. Sounds fun, but the monsters only have a couple of moves each and the novelty soon wears off.
41% (Issue 10)

KRUSTY'S FUN HOUSE Konami
1 player £45


Although a bit gloomy for a 'Fun House', this is a good-looking and spookily atmospheric game. Guide Krusty around his amusement arcade, trap the rats and try to stay alive! There's a weird mix of puzzles, pie-throwing and platforms, which makes exploring the huge rooms a real hoot!
80% (Issue 8)

LEMMINGS Sunsoft
1 player £50
The squillion-year-old classic brings its rodent-rescuing gameplay to the SNES, and it's still fun, frantic, and challenging. It's marred by slow-down, though, and younger players may find the gameplay a bit too cerebral to be fun.
81% (Issue 10)

MARIO PAINT Sammy
1 player £70 (with SNES mouse)
Mario Paint is a very limited art and music package which, with only 16 colours and basic sounds, fails to exploit the SNES's potential. Its user-friendliness will appeal to your younger brother or sister but everyone else will be disappointed.
48% (Issue 10)

MUSYA Datam
1 player £45 (Jap import)
This Oriental arcade adventure has some neat touches but it's just not exciting enough. Despite attractive backgrounds, flashy bonuses and weird weapons, it's too ponderous for arcade junkies and too basic for anyone else. More of a plod 'em up than a shoot 'em up.
59% (Issue 8)

PAPERBOY 2 Mindscape
1-2 players £40
With confusing perspective, repetitive gameplay, and a control problem, this game's almost as bad as doing the real thing. It's definitely not going to make any headlines.
32% (Issue 10)

PARODIUS Konami
1 player £54 (Jap import)
A fun shoot 'em up with plenty to get your teeth into, but perhaps a game more for younger joypad-twiddlers. The graphics are great and the guardians are imaginative and well drawn, as is the whole game. Some of it's so cute it'll make you puke!
87% (Issue 9)

PGA TOUR GOLF EA
1-4 players £50
A nice user-friendly golf sim, with a simple layout and easy-to-use menu screens. Although a bit rough around the edges, it's a tough and playable game nonetheless, and with battery back-up and a four player option it's no one-hit wonder.
69% (Issue 11)

PILOTWINGS Nintendo
1 player £40
Take to the air in a light plane, hang-glider, parachute and jet-pack – on your way to qualifying for your pilot's licence in this stunning 3D flight sim with visuals to make your peepers pop out. It won't take you for ever to finish, but it's so gorgeous that you'll keep coming back for some more cloud-busting action.
91% (Issue 11)

How do you save your beloved SNES from the Attack of the Mutant Games from the Planet Duff? There's one one way, it's a long shot, but it might just work! It involves rounding up every SNES game TOTAL's ever reviewed – in other words it's time for TOTAL Recall!

PRINCE OF PERSIA Masiya
1 player £45 (import)


One of the hardest arcade puzzlers ever devised. Lovely graphics and stunning animation on the main character make it hard to refuse, although control over Prince could be better. You've got to be tough to beat it. An all-formats classic it really makes its mark on the SNES.
84% (Issue 9)

RANMA 1/2 Masaya
1-2 players £50
Ranma's a nifty best-of-three-rounds beat 'em up which wins no prizes for originality but is good fun to play nonetheless. You've got a fair number of punches and kicks to choose from and some impressive secret moves to discover, but with the excellent Street Fighter 2 on the streets there really is no comparison.
67% (Issue 10)

RIVAL TURF Jaleco
1-2 players £45
Rival Turf is an excellent two-player stroll 'n' beat 'em up, with exciting, high-speed gameplay. The fighting action doesn't really offer anything new, though – in fact, the gameplay's not a million miles from that of the ancient beat 'em up, Double Dragon. Rival Turf is great fun when you're bashing around with a friend, but unfortunately it ain't particularly thrilling when you're beating 'em up on your lonesome.
70% (Issue 9)

THE ROCKETEER IGS Corp.
1-2 players £45 (Jap grey import)
The Rocketeer looks fairly impressive, with cinematic backdrops and detailed sprites, but don't be deceived – underneath the flashy surface this game is simplistic, boring and generally bad in every way. The gameplay is totally lacking in variety and the series of mini-games which make up the game require no skill whatsoever – just hit 'n' hope stuff, really. This is an atrocious non-starter of a game that you'd be off your rocker to even think about buying.
28% (Issue 7)

RPM RACING Interplay
1-2 players £40 (US grey import)
This seems to be more of a touring game than a racer – it's far too slow to get the blood rushing to your brain and your fingers twitching. Its commendable attempts to be different appear to have failed on every count. About the only interesting addition is the fact that you're able to build your own tracks.
46% (Issue 9)

SIM CITY Nintendo/Maxis
1 player £40
This could quite possibly be the best £40 you'll ever spend! The concept is simple and the looks are basic, but the game is huge and totally absorbing. Basically, you have to design, build and maintain an entire city. It has immense variety and bags of atmosphere. Incredibly addictive, this is one of the best games ever!
94% (Issue 7)

STREET FIGHTER 2 Capcom
1-2 players £65
Street Fighter 2 is simply the best coin-op conversion ever! This is an absolutely superb, action-packed beat 'em up with dozens of moves, a host of adversaries, and a vast amount of detailed animation. Sound, graphics and gameplay in perfect harmony. Although, unlike other beat 'em ups, it's pretty good fun playing on your own, it's when you play with a mate that Street Fighter 2 really comes into its own and kicks some serious butt!
94% (Issue 8)

SUPER ADVENTURE ISLAND Hudson Soft
1 player £45
Ignore the groovy rave-style tunes – this is a very basic platformer. Okay, the graphics are attractive, but the run 'n' jump gameplay is no different from its GB and NES counterparts.
40% (Issue 11)

SUPER GHOULS 'N' GHOSTS Capcom
1 player £50
With some of the prettiest scenery you're ever likely to meet on the SNES, and a challenge to knock your socks off, this souped-up version of the classic coin-op platform shooter is rather tasty. However, the slow-down is unforgivable, and some of the gameplay is a bit too evil to be fun.
87% (Issue 11)

SUPER MARIO KART Nintendo
1-2 players £45 (Jap import)
This latest star vehicle (ha!) for Mario is a highly original racing collect 'em up in which Mario and Co. go karting around a split-screen Mode 7 race-track. With a good variety of tracks, addictive gameplay, and the rather odd balloon game thrown in for good measure, this is worth a look whether you're a racing fan or not.
82% (Issue 11)

SUPER OFF ROAD Tradewest
1-2 players £45 (US grey import)
This is virtually identical to the NES game, except that the graphics and sounds are slightly better. However, with weedy, underpowered cars and samey tracks, it's only really any good playing head-to-head, and even then it can get pretty tedious. It hasn't really made use of the SNES's capabilities (and the NES version has a four-player option!).
53% (Issue 7)

SUPER PLAY ACTION FOOTBALL Nichitsu
1-2 players £45 (US import)
If you find the rules of American Football harder to understand than Einstein's Theory of Relativity (and just as tedious), Super Play Action Football is certainly not the game to change your opinion. Despite NFL backing, it's far too complex and uncontrollable for all but the most obsessed gridiron fans.
53% (Issue 11)

SUPER PROBOTECTOR Konami
1-2 players £45


The guy who wrote this must have been out of his face, cos the nasties in this game are definitely on the weird side! The graphics are unbelievable, with stunning Mode 7 effects and massive guardians, and the sound is pretty fabulous too. The action is varied and the gameplay is wild.
88% (Issue 9)

SUPER R-TYPE Nintendo
1-2 players £40
Although let down by jerky scrolling, the graphics in Super R-Type are stunning and the sound is superb. But beneath the game's good looks the gameplay is rather shallow and the action patchy. The lack of restart points is a real pain too. Nevertheless, hard-core zap-freaks will like it.
71% (Issue 6)

SUPER SMASH TV Acclaim
1-2 players £45
Stupendously brutal, thrilling and rock-hard! In many ways Super Smash TV is the ultimate shoot 'em up, with a superb control system and perfect replication of the coin-op's brilliant gameplay. Pure and magnificent, but definitely not for softies!
93% (Issue 8)

SUPER SOCCER Nintendo
1 player £40
Excellent 3D visuals, a choice of 16 world-class teams to challenge, and flexible controls make Super Soccer an absolute joy to play. Sadly, the laws of football seem to have been conveniently rewritten for the game, and it's more like a kick around the park where no one worries about the rules, than professional footy. Nevertheless, great fun.
80% (Issue 6)

SUPER TENNIS Nintendo
1-2 players £40
There has never been such a playable and yet realistic tennis sim as this – on any system. The SNES joystick enables you to access a massive range of moves including lobbs, smashes and slices. What's more you can put curve and spin on any of these shots. There are also loads of players to choose from, each with individual characteristics. This is totally superb.
96% (Issue 5)

SUPER WWF Acclaim
1-2 players £50
Even if you loathe the WWF crew you can't help but be impressed by this game. The graphics are gorgeous and the sounds effectively conjure up all the razzmatazz of a night at the wrestling. And, unlike previous wrestling games, there are plenty of moves to play around with – enough to ensure you don't get bored.
81% (Issue 6)

TOP GEAR Kemco/Gremlin
1-2 players £45
Fast, furious and fun, and with exceptional Mode 7 graphics, Top Gear is absolutely stunning – the best two-player racing game, like, ever! You won't find a speedier race 'em up, so you'd better get your helmet on and strap yourself in. But be warned, race sim pros – you will beat it, even on the toughest courses.
93% (Issue 9)

TRUE GOLF CLASSICS T&E Soft
1-4 players £42 (Jap/US import)
If it's realistic golf sims you're after, then you'd be well advised to have a shot at True Golf Classics. This is actually a series of games, each of which is based on a real-life course (Wailalee, Augusta and Pebble Beach). Although playability seems to have been sacrificed in favour of accuracy (and with only one course per cart it's a bit pricey), this is probably as close to the real thing as you're going to get on the SNES.
64% (Issue 11)

TURTLES IN TIME Konami
1 player £50 (Jap grey import)
This is good-looking and occasionally quite fun, but it's generally boring and too easy to finish. If you're one of those folk who collects every piece of Turtles stuff, you'll snap this up, but it's more cow dung than cowabunga.
63% (Issue 10)

ULTRAMAN Bandai
1 player £45
With poorly animated, blocky sprites, basic backgrounds, and an almost total absence of gameplay, this sad superheroes-and-monsters beat 'em up would have the stuffing knocked out of it by Street Fighter 2. And there's no two-player mode. Oh dear.
26% (Issue 11)

UN SQUADRON Capcom
1 player £45
Horizontal scrollers don't come much better than this! Feast your eyes on the visuals and scorch your brain on the action – this is an intense blaster with loads of variety.
92% (Issue 10)

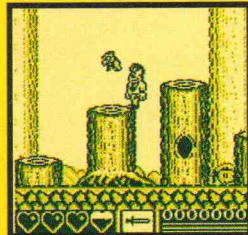
XARDION Asmik
1 player £45 (US grey import)
Um, I wonder how many times I'm allowed to use the word 'crap' in one review. Everything about this platform shoot 'em up is naff beyond belief, from the jerky graphics to the appalling sound. Put this one top of your list of 'things I must avoid'.
27% (Issue 9)

GAME BOY

These are the voyages of the console Game Boy, its mission to seek out new carts and reveal strange new worlds, to boldly go where no handheld has gone before... So before you take that giant step for gamekind, checkout **TOTAL Recall**.

ADDAMS FAMILY

Ocean £25



Not as involving, pretty or playable as the NES game, although more of a challenge. Big sprites, but it's all a bit plain. More pukey than ookey. 52% (Issue 7)

ADVENTURE ISLAND

Hudson Soft £25

This has the potential to be a really good game – there's loads of levels and the graphics are smooth and clear. The trouble is that the gameplay is completely lame. It's not really much of an adventure. 56% (Issue 9)

ASTEROIDS

Accolade £22

Those old enough to remember this classic arcade game shouldn't get too excited. This isn't the simple but compulsive shoot 'em up we all knew and loved. Rock blasting just isn't the same on the Game Boy. 55% (Issue 5)

THE AMAZING SPIDERMAN

Sunsoft £25



Of 'Spidey's back in town and determined to get his long-time squeeze, Mary Jane, back from the grasp of the evil Venom. Lots of web-throwing and beat 'em up sequences make this fun, especially if you're a Spidey fan. 68% (Issue 3)

BALLOON KID

Sunsoft £25

A cutesy little adventure involving a balloon chase. Alice has to rescue her dippy bruv who's drifted off attached to the end of a string of balloons. Excellent hazard-dodging fun. 76% (Issue 3)

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

Acclaim £25

Game Boy Bart is similar to the NES version in style, but the challenge is different and the graphics are, if anything, better. Some great sampled speech, nicely structured gameplay and heaps of challenge. Wow! 92% (Issue 4)

BATMAN

Sunsoft £25

Old Rubberpants returns in this tricky little platform shoot 'em up which isn't a million miles from MarioLand. The graphics are on a small scale but it all moves well, and with speedy trigger-tapping action like this you won't go far wrong. 80% (Issue 1)

BATMAN - RETURN OF THE JOKER

Sunsoft £25

Batty's second Game Boy adventure to hit the streets has got five levels and they're all extremely tough. Glorious graphics and fab sounds are the icing on the cake. Ideal for those long wintery Dark Knights. 86% (Issue 10)

BATTLETOADS

Trade West £25

Gameplaying extravaganza! Heaps of different games in one cart make Battletoads a real treat for Game Boy arcade fans. The Turtles' days are numbered with the arrival of this new shade of green! 90% (Issue 11)

BILL AND TED'S EXCELLENT GAMEBOY ADVENTURE

Sunsoft £25

Okay, most bodacious gamers, we strongly recommend you rush straight out to your local game shop and buy this excellent pak! Agreed, there's not much Bill and Tedness here, but who cares? It's brilliant! 91% (Issue 3)

BLADES OF STEEL

Palcom £25

Disappointing version of a great game. It plays as well as the NES version, but isn't really designed to be played on a Game Boy screen. 60% (Issue 6)

BLUES BROTHERS

Titus £25

A tough, maze-style platformer with big and varied levels. Although the graphics are a bit slow and confusing at times, the gameplay's strong enough to survive. 74% (Issue 10)

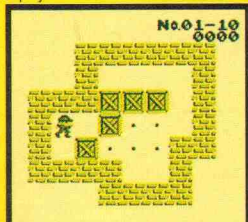
BOULDER DASH

Sunsoft £25

A cracking version of this popular collect 'em up. Lots of tough screens, well-designed difficulty levels plus superb graphics keep it interesting. 89% (Issue 3)

BOXXLE

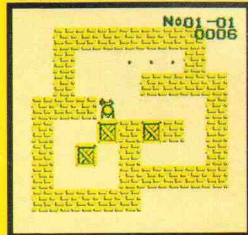
FCI/Pony Canyon £25



An excellent puzzle game. It looks simple and is easy to pick up, but the 108 levels just get harder and harder. If you like puzzles, this is a tough one. 69% (Issue 9)

BOXXLE 2

FCI/Pony Canyon £21



Boxxle 2 may not be that exciting to look at, but with over 120 levels of brain-melting punishment it's sheer hell to play! The gameplay's simple but extremely engrossing – you won't find a more refined puzzler! 79% (Issue 10)

BRAIN BENDER

Electro Brain £27

Mirrors, lasers, bubbles – Brain Bender's got the lot! This is a fun and fiendishly frustrating puzzler with a challenge that will last a good while. 77% (Issue 11)

BUBBLE BOBBLE

Taito £25

This is full of terrifically addictive coin-op platform action, with over 200 maddeningly furious levels, clever graphics and classic gameplay. Unfortunately, passcodes for each level make it too easy. 68% (Issue 6)

BUBBLE GHOST

FCI/Pony Canyon £25

Blowing a bubble around the 35 rooms of a castle with a little ghost as your controllable character could have been fun – but sadly it ain't. Sorry! 22% (Issue 8)

BUGS BUNNY

Kemco £20

Bugs has got to collect all of the carrots on the 80 levels of the game in order to rescue sweetheart Hunny Bunny. Sadly, level 80 is much the same as level one. 43% (Issue 1)

BURAI FIGHTER

Nintendo £22

Beautifully structured eight-way scrolling shoot 'em up. It's got loads of neat power-ups and three difficulty levels, so it'll last a good while. 84% (Issue 4)

BURGER TIME DELUXE

Data East £25

This odd little platformer is possibly a bit too simplistic, but it's still an addictive game, and perfectly suited to the Game Boy. The passcodes and continues make it a bit easy to finish, but you'll still go back to it. 71% (Issue 8)

CASTELIAN

The Sales Curve £25

Simple, frustrating and addictive. The just-one-more-go factor plays a big part in this game. Unless you're in the mood, though, Castelian will annoy you rather than enthral you. 75% (Issue 8)

CASTLEVANIA ADVENTURE

Konami £25

Garlic, crucifixes and whip-happy trigger-fingers at the ready, folks, it's vampire-hunting time! Gorgeous graphics and animation and detailed backdrops make this a real treat. 89% (Issue 1)

CASTLEVANIA II

Konami £25

Um, it's the sequel to the above but with a few of the gripes ironed out. It's got massive levels, and although it's not brilliantly original, it's great fun. A class game and no mistake! 90% (Issue 5)

CAESAR'S PALACE

Ocean £25

With five different games included, this looks like it gives you lots to play at, but none of them requires enough skill to keep you interested for long. 60% (Issue 6)

CENTPEDE

Accolade £25

A pretty good conversion which is fun to zap away at now and again. It's pretty basic and there's not much variety, but it's tough and addictive with bags of nostalgia value. 68% (Issue 5)

CHOPLIFTER II

JVC £25

Although the graphics are rather unimpressive, this is a very involved game with loads of levels and loads of challenge which is great fun to play. 80% (Issue 6)

THE CHESS MASTER

Software Toolworks £25



The chess opponent you've always wanted. He's well-spoken (digitised speech) and plays a mean game. The only chess set you'll ever need! 78% (Issue 2)

90%

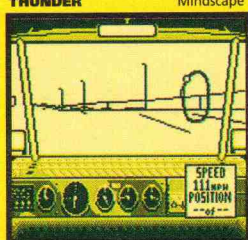
DAEDALIAN OPUS

Nintendo £25

Fitting irregular-shaped tiles into a box and doing it all against the clock is very challenging, but is it really all that interesting? Well no, not really. This game gets incredibly boring after only a short time and is one for puzzle freaks only. 45% (Issue 5)

DAYS OF THUNDER

Mindscape £25



A huge improvement over the NES version. It features smooth(ish) vector graphics, decent sound, and winning will take lots of practice. Sadly, it ain't that fast, so only big racing fans will find much here to keep them going. 73% (Issue 4)

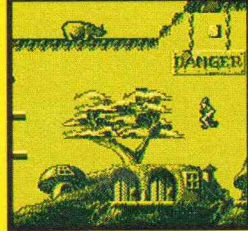
DOUBLE DRAGON 2

Acclaim £25

If you're bored with straightforward beat 'em ups, give this a miss. If not, it's slick enough to keep you amused. A suitably good follow-up. 77% (Issue 4)

DRAGON'S LAIR

Elite £25



Dragon's Lair features some of the best Game Boy graphics you'll ever see, although the detail makes them hard to make out at times. This brilliant platform puzzler is incredibly hard but still dead playable. 79% (Issue 3)

DR FRANKEN

Elite £25

Highly detailed graphics (some of the biggest ever seen on the Game Boy) with very little blur. This beautiful platform adventure takes place in an enormous castle (over 200 screens) and it's flippin' brilliant. 91% (Issue 5)

DR MARIO

Nintendo £22

Forget the Super Mario connection – he's here in name alone. Dr Mario chucks coloured pills into a jar and you have to line 'em up. Pretty dull, I'm afraid. 64% (Issue 1)

DUCK TALES

Nintendo £25

Why pay the earth for NES Duck Tales, when the handheld version is not only better but cheaper as well? Game Boy Duck Tales is a snazzy little collect 'em up, and not only is it a tougher challenge but the control method is far better too! 78% (Issue 2)

DYNABLASTER

Nintendo/Hudson Soft £25

This is a spanking new rendition of the million-year-old classic. Run around the maze, drop bombs, avoid the baddies, all that sort of stuff. It sounds deathly dull, but with four games in one cart it offers terrific value for money. 78% (Issue 2)

93%

F-1 RACE

Nintendo £30

Get your motor running and carry on from where Nigel Mansell left off. Loads of courses, the possibility of a four-player link-up and fast graphics make this a real cracker. You can almost see smoke billowing from your Game Boy as you engage a turbo. A real speed demon! 88% (Issue 1)

FACEBALL

Bullet Proof Software £25

This 3D maze-type shoot 'em up has two different combat arenas and the option for a four player head-to-head battle. With graphics you could frame and addition you could bottle, this is one cart that all Game Boy owners should never be without!! 93% (Issue 5)

FERRARI GRAND PRIX CHALLENGE

Acclaim £25

Another Formula One racer with all the works – 16 international tracks and 25 competitors – but it doesn't offer anything new and it's got several annoying glitches. It's also seriously lacking in challenge. 63% (Issue 11)

FOOTBALL INTERNATIONAL

Bandai £25

A bit of a second-division football game. The two player stuff is all right with the old Game Link, but for one player, a single tournament and match ain't gonna keep a keen footy fan happy for long! 70% (Issue 8)

FORTIFIED ZONE

Jaleco £25

This mazy-blaster seems entertaining at first but there are only four short levels and only the last one puts up any sort of challenge. This isn't much fun at all. 68% (Issue 4)

FORTRESS OF FEAR

Acclaim/Rare £20

The latest instalment of the Wizards And Warriors series, but this time it's in the shape of a platform collect 'em up. The gameplay is pretty darn good, but the lack of a password option is a definite drawback, especially in a game of this size. 84% (Issue 2)

GARGOYLE'S QUEST

Sunsoft £25

As well as nifty jumping-and-blasting gameplay, there's a role-play element here, so you have to use your brain as well as your reflexes. Variety, challenge and good looks. 76% (Issue 3)

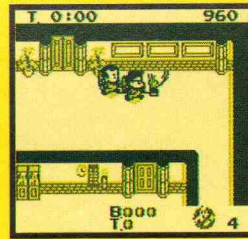
GAUNTLET 2

Mindscape £20

This may be a pretty faithful copy of the coin-op and NES versions, but a colourless, tiny screen makes maze-wandering a right old pain in the neck. Tragic! 41% (Issue 3)

GHOSTBUSTERS 2

Activision/HAL Laboratory



You have to control two 'busters as they wander around a series of haunted houses freezing ghosts. The gameplay's really slick, and controlling two characters at once makes it life very challenging. 'Busting does indeed make you feel good. 68% (Issue 5)

85%

GOLF

Nintendo £20

Everyone likes to play a round every now and again, and this game contains no less than 36 holes to negotiate. Everything you could ask for is here, including two-player link-up and a brilliant battery back-up so you can stop for tee. 92% (Issue 1)

GREMLINS 2

Sunsoft £25

Loads of fun here, as you guide Gizmo through level after level of platforms, traps and Gremlins. And the graphics are just as good as the gameplay. It's tough, but well worth the aggro. 82% (Issue 2)

HAL WRESTLING

HAL America £25

Wrestling games aren't that brilliant at the best of times, but this one is truly crap – it's so bad you can't even tell the wrestlers apart. And they expect us to pay for this rubbish? 27% (Issue 10)

HARMONY

Accolade £27

A tough game, with original puzzling gameplay that will test even hardened puzzle-freaks. With 50 levels and no passcodes it's a bit too hard, though. 69% (Issue 11)

HOME ALONE

THIQ Inc £25

Just how much fun can you have wandering around an almost empty house, bashing a burglar every half an hour? None, that's how much. 38% (Issue 4)

HOOK

Ocean £25

This is almost identical to the NES version. The graphics are a bit too detailed for the Game Boy to handle, but they're fast and smooth, and the gameplay is excellent. It's lots of fun, and there's a two-player mode too. 88% (Issue 7)

HUDSON HAWK

Sony Imagesoft £29

First the film was a flop, and now it looks like the game's going to go the same way. The gameplay's just boring run from left to right stuff, with hardly any action. It looks nice but it won't last for more than an hour. 35% (Issue 10)

HUNT FOR RED OCTOBER

High Tech Expressions £25

There are loads of levels in this underwater shoot 'em up, but they're all similar and bear very little resemblance to the film. 40% (Issue 5)

HYPER LODGE RUNNER

Nintendo £25

A classically simple platform game that'll keep you up into the small hours. Sad graphics, but the playability is huge. 84% (Issue 2)

ISHIDO

Nexoft £20

A tarted-up Game Boy version of an ancient and puzzling board game. The tile-placing gameplay is fun to begin with, but there's not enough variety to keep you amused for long. 68% (Issue 5)

JORDAN VS BIRD

EA £25

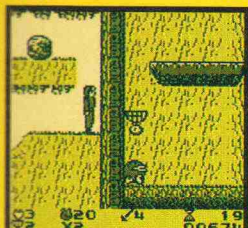
A three-in-one basketball sim which allows you to challenge two of the greatest players ever to grace the wooden court in the slam dunk, one-on-one and 3-point competitions. Sometimes annoying, but once you get the hang of it it's good fun. 71% (Issue 11)

KID ICARUS

Nintendo £25

Kid Icarus features a winged boy flapping around a maze in search of his girlfriend. It's an engaging little platformer, but it's all a bit samey. There's battery back-up, but you'll get bored before you get stuck. 71% (Issue 11)

68%
KILLER TOMATOES
1 player
(Issue 11)
T.HQ Inc.
£25



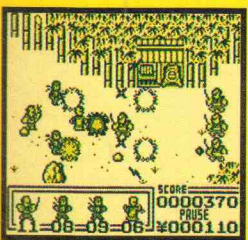
A silly scenario but quite a fab game. The levels are big, with loads of hidden secret rooms, oodles of action, and a last boss that will have you pulling your hair out. The slow-down is a problem, though.

79%
KING OF THE ZOO
1-2 players
Nintendo
£20
This whacky ball-rolling bash 'em up is an entertaining romp with cute looks and masses of playability. It's simple but loads of fun.

87%
KWIRK
1-2 players
Acclaim
£20
Guide Kwirk, a small (but perfectly formed) tomato to the exit in a series of simple, but increasingly complicated mazes. The puzzles are frustratingly fiendish but it's so playable it'll keep you battling away for months on end.

78%
MARBLE MADNESS
1-2 players
Mindscape
£25
Graphically great and very playable, but this is a cut-down version of the original. If you like completing your games within a day then this is one for you, but it's really showing its age quite badly now.

31%
MERCENARY FORCE
1 player
Nintendo
£25



A tough but rather tedious scrolly lefty righty sort of game. Controlling a whole band of fighters is nice and different idea, but unfortunately they all provide too big a target for the baddies gunning for you.

54%
METROID 2
1 player
Nintendo
£26
Basically this is a small game that's become bloated. It's too big and bland for most gamers to enjoy, but if you like the idea of wandering around for ages doing nothing much at all then this one, avec battery back-up, is worth a look.

66%
MICKY'S DANGEROUS CHASE
1 player
Capcom
£25
A non-eventful, sad excuse for a platformer. Bland early stages and it only becomes worth playing towards the end. You'd have expected more from a star like Mickey.

38%
MISSILE COMMAND
1-2 players
Accolade
£25
This could have been a big hit on the little yellow screen, but a poor control method and lame visuals ensure that the GB version of Missile Command falls a long way short of the target.

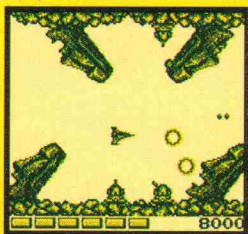
49%
MOTOCROSS MANIACS
1-2 players
Palcom
£20
Fast 'n' furious action with loads of obstacle-packed courses make this race 'em up totally addictive. It's a very slight shame though that the graphics aren't meatier.

91%
MR DO
1 player
Ocean
£22
An almost perfect conversion of a game of the old arcade era. If you're unfamiliar with this classic, it's a highly addictive maze-muncher which calls for all the skill you can muster.

79%
MYSTERIUM
1 player
First Star
£30
Mysterium is all about alchemists (no, nothing to do with Boots!). It's an adventure-cum-maze game with added shooting, which against all the odds works well on the Game Boy. A long-term challenge.

32%
NAVY SEALS
1 player
Ocean
£25
This mission is a run along and shoot 'em up, with a bit of leaping around platforms as well. Good blasting gameplay, and the characters are big and bold.

79%
NEMESIS
1 player
Konami
£25
You may know this one by the name of Gradius, but whatever you call it, this is a wonderful shoot 'em up. If you like classy horizontally scrolling blasters, then add this one to your collection immediately.



92%
NINTENDO WORLD CUP
1-2 players
Nintendo
£20
More oddball than football. The graphics are, er, interesting but the gameplay is sadly lacking in the excitement of the real thing. If you're after a footie simulation, then you'd be better off buying the rather spiffy Super Kick Off instead.

64%
OTHELLO
1-2 players
Nintendo
£20
Fans of this strategic board game need never plead for partners again, cos this cat's got four players inside (bit of a squeeze!). Othello wipes the dust of this thousand plus-year-old game and brings it slap bang up to date. It's a real classic!

51%
PACMAN
1-2 players
Namco
£25
The granddaddy of video games is definitely showing its age now. With basic gameplay, only a single maze to chomp your way around and fiddly control at high speeds, this is one strictly for nostalgia freaks.

77%
PAPERBOY 2
1 player
Mindscape
£25
There's nothing strikingly wrong about this game, but on the other hand, there's nothing strikingly brilliant about it either. Virtually identical to the first one and just as lame!

50%
PAPERBOY
1-2 players
Nintendo
£20
Deliver your papers by dodging angry customers, loony skateboarders etc. This old timer of a game picks has a large following of 'of fans but I dunno why, cos it's as about as exciting as the Sunday Times.

77%
PAPERBOY 2
1 player
Mindscape
£25
There's nothing strikingly wrong about this game, but on the other hand, there's nothing strikingly brilliant about it either. Virtually identical to the first one and just as lame!

92%
PARASOL STARS
1 player
Ocean
£25
Bub's back! First it was Bubble Bobble, then came Rainbow Islands, and now Parasol Stars is the last word in cute! Don't let the dreamy looks fool you - this is a tough and very playable arcade, with loads of levels and fun gameplay. If you love fabby arcade games you should snap up a copy of Parasol Stars this very minute!

83%
PARODIUS
1-2 players
Palcom
£25
This whacky parody of Gradius is a standard shooter at heart, but it looks fab and it's plenty of fun. It's a shame about the infinite continues but this cute 'em up is a real blast. What other game offers you the chance to kill penguins?

83%
PIT FIGHTER
1 player
T.HQ
£30
Hmm. This has a massive five opponents and a grand total of three pitfighters to choose from, who all look as rubbish as one another.

83%
PRINCE OF PERSIA
1 player
Virgin
£29
This game's a bit superficial, really - nice to look at but not a lot beneath the surface. Still, with ace animation and big, beautifully designed levels, it's great fun to play.

92%
PROBOTOCTOR
1 player
Konami
£30
Would-be Arnie won't find a better blaster on the Game Boy. Two styles of gunplay and some meaty enemies make this game an absolute smasher.

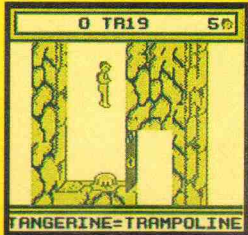
51%
PROPHECY
1 player
GameTek
£25
Prophecy is a very big and fairly varied platform game, but with patchy action, a too-tough difficulty level, and very basic sword-slashing gameplay, it's not a whole lot of fun.

81%
Q*BERT
1 player
Jaleco
£25
An oldie but definitely a goodie. It's basically a platform puzzler, but the gameplay is timeless and incredibly addictive, and with the neat little extras that have been added this will delight Game Boy owners everywhere.

53%
QIX
1-2 players
Nintendo
£20
This version is a faithful reproduction of the steam-driven original. Guide a ship around the screen, filling it up as you go. Weird but worth a look.

53%
RADAR MISSION
1-2 players
Nintendo
£20
There's really not much you can say about this. It's just like that old pen 'n' paper war game, Battleships. Hmm.

55%
THE RESCUE OF PRINCESS BLOETTE
1 player
Nintendo
£25



Poor old Boy and his Blob turn up again on the Game Boy and to be honest it's as dull as the NES version. Same old aimless wandering... Yawn!

85%
REVENGE OF THE 'GATOR
1-2 players
HAL Laboratory Inc.
£20
Pinball wizards won't find a better simulation than this. Ultra-smooth graphics and a whole arcade's worth of flippers and features crammed onto one four-screen 'table'.

74%
ROBOCOP
1 player
Ocean
£25
Robocop is entertaining enough and lays down a challenge tougher than Robo's metallic skin, but it's too slow-moving to be brilliant.

86%
ROBOCOP 2
1 player
Ocean
£25
Robocop's return to the Game Boy isn't particularly original, but with pretty graphics, great tunes and nifty sub-games, it's still enjoyable to play. With infinite continues you could finish it too quickly, though.

86%
R-TYPE
1 player
Nintendo/rem
£20
One of the all-time classic shoot 'em ups. Plenty of frantic blasting and power-up collecting, and even though it's nothing new, it's still superb.

59%
SIDE POCKET
1-2 players
Data East
£25
Anyone who's into real pool will be more than a bit baffled about this. With two players it's okay, but American rules and the lack of an opponent make it a bit disappointing. Not really pool.

... but when they were bad, they were awful.

The worst scorers on the Game Boy were...

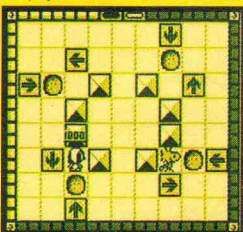
Trax - 32% TOTAL 10
Soccer Mania - 13% TOTAL 11
Bubble Ghost - 22% TOTAL 8
HAL Wrestling - 27% TOTAL 10
Marble Madness - 31% TOTAL 4
Nail 'n' Scale - 32% TOTAL 10
Hudson Hawk - 35% TOTAL 10.
The under-achievers on the NES were...
Bayou Billy - 22% TOTAL 4
Sword Master - 22% TOTAL 7
Maxivision 5 - 27% TOTAL 10
Hunt for Red October - 31% TOTAL 7

Bugs Bunny Birthday Blowout - 31% TOTAL 4
Double Dragon - 34% TOTAL 11
Operation Wolf - 36% TOTAL 10
Goal - 39% TOTAL 1
Donkey Kong Classics - 40% TOTAL 5.
And on the SNES there were these...
Ultranman - 26% TOTAL 11
Xardion - 27% TOTAL 9
The Rocketeer - 28% TOTAL 7
Paperboy 2 - 32% TOTAL 10
Super Adventure Island - 40% TOTAL 11
King of the Monsters - 41% TOTAL 10!
Mario Paint - 48% TOTAL 10.

£25
SKATE OR DIE (BAD 'N' RAD)
1 player
Konami
£25
'Oh no, not that boring old NES game!' Well, no, because for once the Game Boy version is actually sufficiently different to the original to make it a rather fab game.

£25
SNEAKY SNAKES
1-2 players
Tradewest
£25
This is the 2D version of Snake Rattle 'n' Roll on the NES. Unfortunately, the lack of a third dimension makes this one really dull and not a little frustrating as well.

£25
SNOOPY'S MAGIC SHOW
1-2 players
Kemco
£25



With clear, simple graphics, this is a great game for playing on the move. However, the password system makes it too easy to finish.

£25
SOCCER MANIA
1 player
Sony Imagesoft
£25
The Yanks once again show their total ineptitude at our national sport. This is a very sad attempt at a soccer sim - the control method is appalling and you can't tell the players apart.

£20
SOLAR STRIKER
1 player
Nintendo
£20
Top-to-bottom shoot 'em up scrollers don't come much more basic than this, but it's good fun. A playable shooter, but let down by crude visuals.

£25
SOLOMON'S CLUB
1 player
Tectmo
£25
Stunning puzzle game featuring the best elements of a variety of game styles. Brainboxes and arcade fans alike will go wild. Join the 'Club'!

£25
STAR SAVER
1 player
Taito
£25
Dull, dull, dull. A tedious little game with weedy visuals, formulaic gameplay, and a lifespan bordering on the nonexistent. Don't waste your money.

£29
STAR TREK
1 player
Ultra Games
£29
This has the makings of being a good game - there's loads of levels and the graphics are smooth 'n' clear. The trouble is that the gameplay is completely lame. It's not really much of an adventure.

£29
SUPER HUNCHBACK
1 player
Ocean
£29
A brilliantly animated platformer with dreamy gameplay, great tunes and loads of clever extras. This is just fabbo in every way - exactly what your Game Boy was made for!

£25
SUPER KICK OFF
1 player
Anco
£25
This is quite simply the best footy game available for the Game Boy. Although the omission of a two-player mode was incredibly short-sighted, the computer is a tough opponent, and the pace of play is quite amazing.

£25
SUPER RC PRO-AM
1-4 players
Nintendo/Rare
£25
Let's get this straight: this game simulates simulated racing, yes? It's great fun for four players but if you're on your own it gets tiresome.

£20
SUPER MARIO LAND
1 player
Nintendo
£20



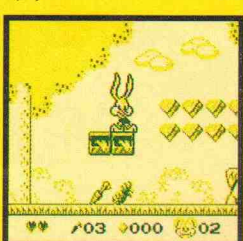
Well, what can we say about the Game Boy game which puts almost every other in the shade. Basically, Super Mario Land is an absolutely cracking play, with all the secrets, hidden goodies, playability and sheer class of its full-size counterparts on the NES.

£25
TAIL 'GATOR
1 player
Natsume
£25
Tail 'Gator is a brilliant little arcade platformer - exactly the sort of thing that excels on the Game Boy. It's got varied levels and look smashin'!

£20
TENNIS
1-2 players
Nintendo
£20
If you enjoy tennis, then this is the gamepak for you. Control is superb, with a range of shots made with a flick of the joystick. The graphics are perfect for the game and it plays so well you may never want to pick up a racket again. It's one of the best Gamelink games available too. Ace!

£20
TERMINATOR 2
1-2 players
Accolade
£20
This Game Boy licence of the film takes all the best bits from the movie, cuts out all the boring bits and even puts in a few snippets the film makers left out. A neat game with spiffy graphics which are very different on each and every level. It's a pity all film tie-ins aren't as slick as this!

£28
TINY TOON ADVENTURES
1 player
Konami
£28



Some of the cutest graphics and animation you'll ever have the privilege of seeing on the Game Boy. This adventure is an extremely playable bounce 'n' bash platformer, but the wordy bits slow the flow down. It's still smashing, though!

£28
TRACK MEET
1 player
Interplay
£28
A well designed sports sim which has nothing really new to offer but is still fun to play. Be warned, though - with all the frantic button bashing, your Boy may get knock'd before you do!

£22
TRAX
1 player
HAL Labs
£22



In Trax you play a cuddly little tank who can rotate his gun in eight different directions, move vertically and horizontally, and fire it. You have to blast your way through four levels, picking up weapons and killing guardians. Sadly, it's almost completely devoid of action!

£25
TURTLES (FALL OF THE FOOT CLAN)
1 player
Konami
£25
This is a cracking beat 'em up, especially for Turtles fans. An option screen allows you to play on any level, which spoils the element of discovery, but play it properly and you'll be well and truly hooked.

£25
TURTLES 2 (BACK FROM THE SEWERS)
1 player
Konami
£25
A fine sequel to the very playable first Turtles game, with the same frantic action but with more variety and a tougher mission. Well worth buying.

£25
TURRICAN
1 player
Accolade
£25
This is a massive and very challenging platform shoot 'em up. It worked brilliantly on the big screen of the NES but it suffers a bit on the Game Boy. It's still pretty slick though, and definitely worth a bash.

£25
WORLD CIRCUIT SERIES
1-4 players
Konami
£25
A good, playable Grand Prix sim, but it's just a bit too hard. Sunday drivers should stick to the country roads, but prospective kings of the road might be foolhardy enough to go for a burn on the fiendishly difficult Formula One tracks.

£25
WWF SUPERSTARS
1-2 players
Ljn Ltd
£25
Big and beautiful graphics and heaps of really neat wrestling moves, but like the NES version it's too easy to beat. Wrestling fans will be over the moon, and the two-player mode is pretty good fun, but for those with only a passing interest in the WWF the gameplay won't thrill you.

£25
WWF SUPERSTARS II
1 player
Ljn
£25



More wrestling action featuring the men with egos even bigger than their biceps. This has nothing new to offer and is still ridiculously uncontrollable on the 'Boy. Still, it's do incredibly well whatever anyone says about it.



So what are the big games in 1993 going to be? Here are TOTAL's hottest tips for the hottest Game Boy, NES and Super NES carts of 1993!

KRUSTY'S FUN HOUSE

FOR NES FROM ACCLAIM
WHEN JAN 1993



The SNES smash (see page 73) hits the NES! Get ready for some good clean rodent-flat-tening fun with the Springfield superstar!

SUPER BATTLETOADS

FOR SNES FROM TRADEWEST
WHEN MARCH 1993



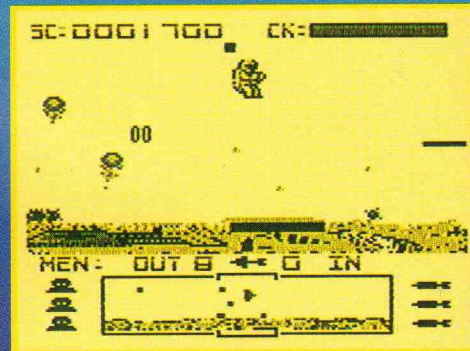
Zitz, Rash and Pimple are beating a path to the SNES on the back of their NES success. Here Toady, well maybe tomorrow actually?

DROP ZONE

FOR NES AND GAMEBOY FROM MINDSCAPE WHEN MARCH 1993



This C64 classic oozed gameplay, can the NES and Game Boy conversions carry-on



this tradition? Let's hope so, the original was excellent Defender-style fun.

SUPER SWIV

FOR SNES FROM SALES
CURVE WHEN EARLY 1993



A jeep and chopper join forces in one of the best blasts ever. It was spiff! on the Amiga, and looks even better on the SNES!

PIRATES

FOR NES FROM KONAMI
WHEN JAN 1993



Pirates, an all-round sword fighting, town raiding, naval battling, island exploring sort of game - ya lubbers, me hearties etc.

New. For your **SUPER NINTENDO** ENTERTAINMENT SYSTEM New. For your **SUPER NINTENDO** ENTERTAINMENT SYSTEM New. For your



The ever villainous Shredder has sent one of his evil androids to steal the Statue of Liberty. The turtles have to defeat Shredder and rescue Lady Liberty from his evil clutches in six huge levels of Arcade Action. As they attempt to put an end to Shredder he knocks everyone into an activated Matrix Translocation Beam sending everyone hurtling back through time. Can the turtles defeat the host of historic hooligans as they fight their way back to 1992, to the final showdown with Shredder.



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ROBIN HOOD - PRINCE OF THIEVES

FOR NES, SNES AND GAMEBOY FROM MINDSCAPE WHEN FEB 1993



A new arcade adventure based on Kev's big 1991 movie. Apparently everything it



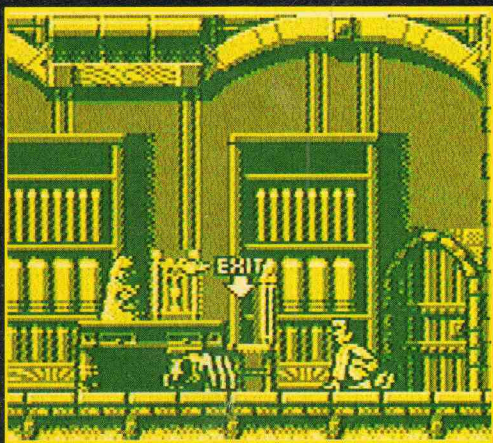
does, it does for you - or something! You take control of Robby in his battle



against the mad Sheriff - and win (hopefully) the hand of Ms M Marion.

DR. FRANKEN

FOR GAMEBOY FROM ELITE WHEN SOON



The original's reviewed on page 54, and the good news is that Dr Franken 2 looks even better - if that's possible! Big graphics and big gameplay, that's the way to do it!

NEXT MONTH!

To see the best reviews of all of these games, and to keep up with everything important Nintendo-wise, get TOTAL every month. TOTAL is packed with essential reviews, previews and tips for YOUR console. It goes on sale the third Thursday of every month and to make sure of your copy (it's dead popular y'see) just fill out this coupon and give it to your newsagent then they'll reserve a copy especially for you!

Dear Newsagent,
Please keep/deliver me a copy of that rather wonderful TOTAL magazine each and every month. Thanks, you've made my day/week/life.

NAME

ADDRESS

SUPER STAR WARS

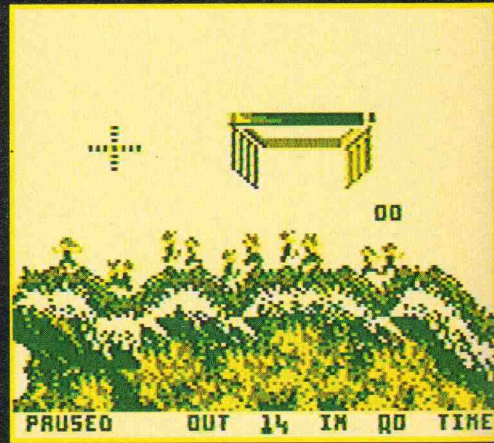
FOR SNES FROM JVC/LUCAS-FILM GAMES WHEN FEB 1993



Luke at this! The NES star (page 35) looks set to make it big on the SNES. Once again it's based on the movie - but then if you're using a movie, why not go for the best!

LEMMINGS

FOR GAMEBOY FROM OCEAN WHEN MARCH 1993



The hapless rodents strike again but their GB exploits look anything but doomed. Oh no? Oh yes! Lemmings is finally set to escape on to the GameBoy - about time!

WING COMMANDER

FOR SNES FROM MINDSCAPE WHEN FEB 1993



A space-opera complete with interludes, mission briefings, dog-fights in space and the brilliantly evil Kilrathi. It looks big, bigger than big, almost huge in fact!

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adventure of a lifetime!

The Fantastic Adventures of **DIZZY**



Award Winner!

"Best N.E.S. Graphic Adventure Game 1991"
Game Players

"Lots of fun with great graphics and an engaging storyline"
Game Players

"You'll never get bored"
N-Force

91% N-FORCE

- MORE ADVENTURE
- MORE CHARACTERS
- MORE ACTION
- OVER 100 HOURS OF DYNAMIC GAMEPLAY

absolutely BRILLIANT!

PLUG THRU™

This game uses the Codemasters Plug-Thru system. Requires game deck and one regular game cartridge for use.



CODEMASTERS

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